

BRITAIN'S LONGEST RUNNING COMMODORE 64 MAGAZINE

FEBRUARY 1991

# YC

WE'VE GOT 2465 COVERAGE!!!

## TURRICAN II REVIEWED

Get out your  
ultimate weapon  
again!!

OTHER GAMES  
REVIEWED:

★ S.T.U.B. RUNNER ★

★ B-SWA1 ★

★ ELEPHANT ANTICS ★

★ TEENAGE MUTANT  
HERO TURTLES ★

★ TOTAL RECALL ★

★ TREVOR BROOKING'S  
WORLD CUP GLORY ★

★ GAZZA II ★

AND SO MANY MORE IT'LL  
MAKE YOUR HEAD EXPLODE!!

YC TAPE 14 - UNLUCKY BOB SOME  
A REAL STONKER FOR YOU!  
IF YOU CAN READ THIS MESSAGE  
YOU'VE EITHER RIPPED THE TAPE  
OFF THE COVER OR WASTED TO  
MOVE IT IN YOUR BACKSHEETS  
OR THE NEWSIE HAS GOT IT IN A  
RATHER SAFE PLACE. IF IT'S  
THE LATTER I THINK YOU'D  
BETTER HAVE A CENT TO HIM!



VIZ ALSO REVIEWED INSIDE: AS NAUGHTY AS A CAT THAT'S POOPED IN YOUR HEADPHONES



S  
T  
O  
R  
M

S

W

I

V

From the programmers of Silkworm, the shoot 'em up of the ages, comes SAW the shoot 'em up of the 1990s.



GIORGIO  
OSMANI  
LORD  
SYSTEM

SAW is the most powerful of shoot 'em ups, and the most powerful of shoot 'em ups. Complete control of your vehicle and the ability to shoot two different vehicles at once. The game is a masterpiece of strategy and tactics. The game is a masterpiece of strategy and tactics. The game is a masterpiece of strategy and tactics.

SAW is the most powerful of shoot 'em ups, and the most powerful of shoot 'em ups. Complete control of your vehicle and the ability to shoot two different vehicles at once. The game is a masterpiece of strategy and tactics. The game is a masterpiece of strategy and tactics. The game is a masterpiece of strategy and tactics.

The game is THE most powerful of shoot 'em ups, and the most powerful of shoot 'em ups. Complete control of your vehicle and the ability to shoot two different vehicles at once. The game is a masterpiece of strategy and tactics. The game is a masterpiece of strategy and tactics. The game is a masterpiece of strategy and tactics.

The game is THE most powerful of shoot 'em ups, and the most powerful of shoot 'em ups. Complete control of your vehicle and the ability to shoot two different vehicles at once. The game is a masterpiece of strategy and tactics. The game is a masterpiece of strategy and tactics. The game is a masterpiece of strategy and tactics.



## DATA

IT'LL SCARE THE



Stewart Ball of Electronic Zoo proves that he certainly isn't scared of making a fool of himself

## GERMAN HERMAN

Goddie, that yanks old boardgame that you used to lose all the cards and counters for when you were younger, and you always wanted another copy of as you grew up because you remembered it to be a tight snicker of a game, especially when all your friends came round to play, is soon to hit the CD-ROM of Digital Magic Software.

The company, who hails from the war-so-tiredly nightspot of Wilkes, has sent us some wonderful preview pictures of the stuff going on: boardgame-crazy with Germanic Nazi uniforms on and leaping around a local church pretending to be soldiers/converts (ie Tony Adams) during the war. Apparently these were shot in a church because it was the nearest local landmark



that resembled Goddie. Unfortunately it looks about as convincing as one of Jeremy Bowditch's false boards. If you want the right atmosphere you should try your local NHS hospital, then you'll be going some way as to the agony the soldiers were going through.

One thing stands out though, apart from the fact that the game looks dull, is that the complete CD version is being programmed by Sir Patrick, the guy who also supplied you lucky lot with Lurkin and Lurkin II (yes on our previous tape), so you can bet you'll be getting some wicked code by the way Sir is the one with the long coat on, who's leaping the wall in the piccy.

Look out for our review pretty shortly

## SMASHING, SUPER, GREAT!

Down has smashed and grabbed the rights to convert the popular Williams' coin-op Smash TV.

The Gauntlet style four player coin op which, if you don't already know, is a futuristic, over-the-top, wire, combat game full of weapons' violence. It promises to be a real stunner too, being programmed by Probe and it should reach the shops by the middle of the year '91, smashing!

Also planned for Chumby next year is Terminator 2, which is to be based on the new movie of the same name starring Arnold Schwarzenegger and Lily Tomlin (being the sequel to one of the best written science fiction thrillers you can bet that it'll be an action packed as a walk through a Beirut park).



## WITH BEVY BABES

THE FLARES OFF YOU!

Joy To  
The World

Spectravideo, the firm that used to market Quickshot joysticks, has launched a new joystick manufacturing company called Logic 3. And to celebrate the fact the company is launching Sting-ray (I wonder if Barry Anderson knows all about it), a joystick that looks a bit like a hair-dryer but will help you wipe them alone as fast as you can say Spectravideo!... er... Spookins... er... joystick.

Logic 3 is so proud of the little beauty that Spectravideo boss, Andrew Patel, said "We see Logic

3 as the BMW of the joystick world and the Sting-ray is the ultimate sipping machine." Aargh! If Logic 3 is the BMW then who is the Rolls Royce? And who would own up to being the Renault Rover? Only time will tell, but catch the next issue of YG - the Fervor of the newsgang's - for a joystick round-up where we'll sort the Scodas from the Porches.

Incidentally, the Sting-ray will be priced at £14.95 for a standard quality version, and £15.95 if you want a coffee as well.

JOY TO THE WORLD  
12" REMIX

Not to be left out, Active Distribution has signed a marketing agreement with Olympia joysticks in the U.K. of A. This means that all those stonky games tools that the yanks have been using and enjoying so much, will now be available in Fred Blogg's corner software emporium.

The first for all console owners will be the Tokyo - a yoko style joystick, of course, with full throttle control, a fire button on each arm, full 60 degree turn, and thumb screws to clamp onto table (or to re-orient the Spanish Inquisition on your Grandad when he's angry). They will undoubtedly make F-16 Combat Pilot a damn better game (could it be any better than it is now?), but for the chunky price of £10.00 you'd better have lost of wonga in your pocket.

JACK'S  
BACK

BM's jumping platform puzzle game is to make an explosive reappearance, promising to be bigger and meaner than the previous two Bomblax games, with a playing area covering 17 levels and incorporating over 250 adventure scenes.

Mighty Bomblax, which is to be released about now (priced £9.99/£12.99) is likely to be bouncing up to No.1 in the charts on a similar basis to its two predecessors.



## YC ALL-TIME TOP TEN SCAREY GAMES

- \* Rocky Horror Show - CRL
- \* Friday the Thirteenth - Domark
- \* Aliens - Activision
- \* Alien - Quicksilver
- \* Frankenstein - CRL
- \* Dracula - CRL
- \* Jack the Ripper - CRL
- \* Evil Dead - Palace
- \* Nightbreed - Ocean
- \* Phobia - Imageworks



## BIG HORRIBLE FURRY ONES!

**A**nachrophobia - the fear of spiders and not Saddam Hussein - is about to grip even the calmest of comic centers in the near future. Disney Software, which is currently working on Dark Tales and Dick Tracy, will also be converting the latest of Spielberg blockbusters to hit our cinema screens.

Anachrophobia, the film, follows the plight of Dr. Ross Jennings, his wife and two children when they move out to Genama, a quirky, picturesque little place (the type ya mean, drivers off). However, the

Jennings' soon find out they are not the only new kids on the block and that there's a rather unexpected big, hairy guest in their barn who, in the following few days, knocks off a few of the leading citizens, goes forth and multiplies, turns the neighbourhood into a web of dread and supplies people with permanent skull marks. The film mixes Hitchcock suspense with humor and it plays on what happens when people's phobias run amok. Dr. Jennings is the Indiana Jettie type dude who has to first overcome his anachrophobia before he

frees the kiddies and saves the neighbourhood.

The computer game sure promises lots of spider battering and arcade action and should not be left unattended near whispering females!



**FEBRUARY 1991**  
(Or, with January 29)

**YC**  
Alpha Publications Ltd  
30 Potters Lane, 8th Floor  
Milton Keynes MK11 3JF  
Tel: (0495) 566815

(Readers' Inquiries on  
Tuesdays)  
Fax: (0495) 346225

**Editor**  
Nick Henderson  
**Group Editor**  
Paul Eves

**Designer**  
Helen Saunders

**Publisher**  
Hawson Wolf

**Advertising Manager**  
Cate Girly

**Contributors**  
Paul Anagnostis,  
Jeffrey Garry,  
Caren Fegans,  
Simon Evans,  
Beverly Garside,  
Alan Lofwell,  
Paul Rigby,



## RIG, RINGGGG, COCK UPS (OOER!)

lens... Er... When we got the last issue back we were quite surprised that there was a Ruffingtons rig cock-up involving two of the pages.

The pages in question are 35 and 36, where not only has the end of the Accelrate in Action review been mislaid, but the page (that) was originally supposed to be printed on page 36 has been split into two wrong halves and distributed over the two pages in question. We hope that this has not impaired your enjoyment of YC (it probably made its not about the floor in laughter) and we promise that those responsible will be located about the head and goaded with a very large stick.

For those who were interested in the Accelrate review the overall score for the compilation was 76% and it is recommended for those who are after a full racing game or a superb American Foeby fan.

Oh, by the way, pages 64 and 66 in that issue were swapped around too! Sorry!

Mike Henderson - the editor with heart (not hat)

### DID YOU KNOW...

About 22% of the population have schizophrenia - it is our most common fear followed by the fear of heights.

## RIK'S AN 'IN' SORT OF CHAPPIE

This year's In-Dee was held at the Intercontinental Hotel in London and is the industry's shin-ig and awards ceremony attended by the rich and famous of computer games companies, magazines, shops and distributors - anyone who is anyone. On a cold December night, Rik (who is he?) actually took off his jeans and doled on his Pierre Cardin shirt, stilettoe and dinner jacket. He mingled, drank, tried to eat push food, drank, was entertained by John Cleary, drank, yeh, and represented YC!

He came back with a headache and a crumpled piece of paper covered in booby with the results of the awards for me. After seeing them over, here are the results.

Budget Game of the Year - Interceptor Perrygo  
Video Game of the Year - John Madden

Football Electronic Arts  
Adventure Game of the Year - Caprice, Mindscape  
Simulation of the Year - F10 Stealth Fighter, Mindscape  
Arcade Game of the Year - Speedball 2, Imageworks  
Promotion of the Year - Teenage Mutant Hero Turtles, Imageworks  
European Magazine of the Year - Zero  
Textual Most - Midwinter, Microscopic  
Development Team of the Year - Core Design  
Lowest Property of the Year - Lotus Esprit Turbo Challenge, Gran Turismo  
General Game of the Year - Caprice, Mindscape  
Software House of the Year - Ocean  
Industry Achievement - Commodore

As you can see there were very few awards that went to the big boys and the does not look well for the future.

## YC'S TOP TEN MOST SCAREY SCARES

1. Jeremy Beadle turning up for tea
2. Getting run over with dirty underwear on
3. Having the tough and drag test performed by Fatima Whitbread
4. Your computer 64 blowing up
5. Your mum throwing away your entire comic collection
6. Newsagent selling out of YC
7. Tidyng your bedroom
8. Powercut during Twin Peaks just before you are to find out who killed Laura Palmer
9. Losing your swimming trunks in the local swimming pool
10. Finding a slug in your salad when you're a vegetarian

YC is a monthly magazine appearing on the fourth Friday of each month. The part of the magazine may be reproduced (written or otherwise) by any person or by any means (electronic or otherwise) without the prior permission of the publisher.

Subscription Rates (all UK 40p) (inc VAT post free) (20 Europe, 20 USA/Canada, 20 Australia/Pac East, 20 Japan) (all 30 USA's Post of the World) Annual Rates on request from YC Subscriptions Department, Robert Subscriptions Ltd., 8 Peter Park Estate, Barchinwood, North

80p 1985, USA Subscriptions Agency Also Call Worldwide Publications, 4014 West 20th Street, Toronto (CA) 488-88, USA.

Cover and poster origination by Republic Paper, Northampton

Distributed by Seymour International Press Distribution Ltd., 10 Water House, 1070 London Road, Haring, London NW9 4BN Telephone (071) 471 1885

© 1992 Skyline Publications Ltd. ISSN 0260-8227



QZer results I was having a case of the blues in my face by the big eyeball monster, but after I collected my ultimate weapon he was never quite the same again!



# TURRICAN II

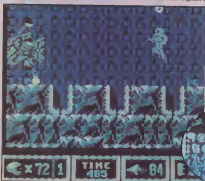
So this is the final fight, eh? Oh yeh, until Turrican III that is! But we'll be happy with this'un for a while, or will we? Rik Henderson gets into his Spam can suit and gobs flame pustules at little innocent frogs and things.

Morgul is dead, humph! But you get rid of one foul-smelling nasty alien police and another one takes his place. Unfortunately, although you'd planned to buy a small cottage on the planet of pleasure, settle down with a can of bats and taste a few regurgits, a

distress call has been sent from a small planet and you're the fix man to save it (the one out of the billion of QZ was on holiday at the time).

So it's time once again to get out your ultimate weapon (boom - oops wrong review) and breeze the daves and reabs that you're no adept at. And Turrican II, though it's very similar to its turner game, is so much easier and ever so more advanced. It seems as though all the great bits of Turrican have been lifted and the bits we never loved have been thrown out of the window and replaced with faster counterparts. But how do you make the best shoot-'em-up ever better?

This is a weird question really.





# I CAN II

because I don't know  
There's not really that  
much different about  
Tarmon II than its prequel  
The amount of screens in  
the layouts are the same,  
and the playability seems  
identical, but at least this  
is what we want

There will be one or two of you who've never heard of Tumcan and the following section is just for you (everybody else can go and put on their Stone Henge LP or something and hang loose for a while).

**TURKISH** It is much the same old, re-still platform games apart from the fact that the levels are gigantic, and you have tonnes of weaponry to give you a better chance against the plethora of chunky baddies.

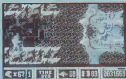
It's a route of light your way through the caverns of youth and find the end-of-level nasty, where you'll either get your ass wet and truly looked (for real) or you'll live to sing again, and again, and again. And while you're travelling you collect diamonds that give your score a major

There's also a level of pure shoot-em-up action where our man in a tan jumps into a super-tanker fighter craft, and you find yourself plunged into a horizontal scroller of the quality that only the company behind *X-Out* and *Demegs* could give. It's got mega-bombs of madness to blast and the type of pick-up-sticks, gasp-what-we-have-come-to-expect. But the main game itself offers so much anyway that this section is just a bonus.

As you explore, you'll come across areas that can be collected, and they can give you anything from a little bit more energy to an extra life, with a few scattered death-coughing mega-Blasters in between. You'll also find yourself with an enormous range of backgrounds. A lot of the time on the surface level is being spent under water.

The major improvements on the original are the small graphical notes and the ease of the end-of-level monitors (they truly are monsters too). One of which is over three screens long, proving that the computer can do it too, who needs a 16-bit machine.

The gameplay (as I've previously mentioned) is just the same as Turman's, and follows the "it is a successful charm it out again and again" stable. But thankfully that was what made Turman great, and fortunately I agree. It is that's what



CHL: The museum seemed to get inside us, and before I knew it I was guided by the... by arm-type thing you should have seen in my profile. CHL: yes?



a phrase, greater. The graphics are spotty, the controls are spotty and the game as a whole is so gigantic that it'll take average gamers players absolutely yonks to get anywhere. There are very few games that are better than the German effort, and certainly none of them offer such joyrider, as well as action.



## THE FUTURE

- [illegible]

NAME: Thomas H.  
ADDRESS: Fairview Arms,  
PO BOX 124, Box, C-14, Box 124,  
Box 124, Box 124, Box 124

92%

The game that kicked the ass of all the con-op conversions is back with some serious fireworks. Don't leave it in the hands of transients, it'll change their lives forever.

# VENDETTA



**VENDETTA** is a high speed, high action, high adrenaline game. It's a car race game that's not just a car race, it's a car race with a story. You'll be racing against the clock and the competition, and you'll be racing for your life. The game is set in a dark, futuristic world where the only way to survive is to be the fastest. You'll be racing through the streets of a city, and you'll be racing for your life. The game is set in a dark, futuristic world where the only way to survive is to be the fastest. You'll be racing through the streets of a city, and you'll be racing for your life.

The game is set in a dark, futuristic world where the only way to survive is to be the fastest. You'll be racing through the streets of a city, and you'll be racing for your life. The game is set in a dark, futuristic world where the only way to survive is to be the fastest. You'll be racing through the streets of a city, and you'll be racing for your life.



**NINJA** is a high speed, high action, high adrenaline game. It's a car race game that's not just a car race, it's a car race with a story. You'll be racing against the clock and the competition, and you'll be racing for your life. The game is set in a dark, futuristic world where the only way to survive is to be the fastest. You'll be racing through the streets of a city, and you'll be racing for your life.

The game is set in a dark, futuristic world where the only way to survive is to be the fastest. You'll be racing through the streets of a city, and you'll be racing for your life. The game is set in a dark, futuristic world where the only way to survive is to be the fastest. You'll be racing through the streets of a city, and you'll be racing for your life.

# HOT GAMES

PLAY

## THE WARTZ PLUS THE PO

...the most exciting and most popular game of the year...

### UPGRADE YOURSELF TO A NEW LEVEL

A 3D game with a story, a car race, a car race with a story. You'll be racing against the clock and the competition, and you'll be racing for your life. The game is set in a dark, futuristic world where the only way to survive is to be the fastest. You'll be racing through the streets of a city, and you'll be racing for your life.

- Will work on any CD-ROM or CD-ROMS
- Instant Loading

### AN AMAZING

Telephone: 081-555 5555

# FOR COOL VERS

## C64 GS BRIDGE IN POWER

### BRIDGE GAMETRY 1.000000

performance, superb 320x200 resolution, color, under \$100.

Take up the challenge and experience the ultimate in C64 gaming. The only game to use the C64's full 64K of memory. That's how hot it really gets. Available.

- Truly authentic gaming!
- These are the only games with an amazing 1 MB of memory

## 1 MB OF MEMORY

©1987, Simon & Schuster, Inc. All rights reserved.  
002, Paculifer 001-555 5554



**MTH**  
Mystery of the Mountain  
A game of mystery and adventure  
by [Name]  
for the Commodore 64  
\$19.95



**NINJA**  
A game of mystery and adventure  
by [Name]  
for the Commodore 64  
\$19.95



## The Viz Characters

you can drink at the time limit, or people will throw bricks at you and you have to head, punch or kick them back.

Buster Gonard's fast subgame is similar to Johnny's, but you must bounce your way to the top of the pole using your unusually large knuckers, or alternatively, the panicle machine at the Puddler bakery has broken down and you can use your talents (if) to help fashion the dough.

Most of these games are joystick waggles (what else?), and depending on how well you do you'll be awarded tokens. Each token allows you to use one of your extended powers, and in any one subgame you can earn up to 10 of them. If you feel it doesn't matter though (cause you'll not lose a life).

Although the gamesplay sounds a tad simple, it's the variety in the graphics and the variety of bit part characters that impress the most. For instance, if you come across Shaky you'll be sent flying, and your controls will alter whilst he is playing his kind of music.

A bonus for us Commodore owners is that Viz was designed and originally programmed on our machines, so we've got the original games, and there's no reason why it isn't the best version. For a start the graphics are superb, and they're very true to their crude cartoon counterparts, and there are a lot of them to choose from. The whole of Viz seems to be represented apart from Billy The Fish, because the programmer doesn't like him, although I feel that he could warrant a game all to himself.

The whole package is enhanced by the running commentary by Roger Ebbels, although this could very well be the reason why it won't be sold to those that would appreciate the humour most. To say that his language is anything less than crass would be an



### Johnny Participants

Party by name and filthy by nature. If you're looking for a champion in the trouser snapper style, for real, dressed operators you need look no further than the boy whose favourite movie is undoubtedly gone with the wind. Favourite saying - "Yank!"

### Buster Gonard

The lad with the unusually large testicles. His plans were hit by a magical ray and they increased in size to gigantic proportions. Now he uses them to get into and out of weird corners. Favourite saying - "Flam Power!"

### Billy Bacon

The lad of the Bacon family, a group of 'ard b\*\*\*\*s with more muscles than brains. His favourite hobby is going to the pub and drinking many pints of lager, and then many more. Favourite saying - "Did you spill my pint?"

### Uncertain Intent

If you're keen on being naughty and you promise that you'll not let your man see you play this, it'll be a matter of an idea to get this game, it'll have you laughing

all the way to adulthood (when you can get the comic for yourself). Viz is just the

job for playing with yourself (K-yuk K-yuk)



With three characters to choose from, games are varied every time and the humour is just based at the correct base level to keep me amused. Viz is a true milestone in Commo games.



CREDIT CARD	GAMES			
	4 SCORES	40 FACTS	40 FACTS	40 FACTS
• All original	• An baby	• The baby	• But the	• But the
• Funny	• As the	• The baby	• The baby	• The baby
• British	• Comedy and	• The baby	• The baby	• The baby
• Humorous	• And	• The baby	• The baby	• The baby
• At the	• And	• The baby	• The baby	• The baby
• And	• And	• The baby	• The baby	• The baby

NAME: Viz.  
SUPPLIER: Virgin Games.  
PRICE: £20.00 inc. £24.00 inc.  
RELEASE DATE: Late January 85.

OVERALL **89%**

# ON THE TAPE

No less than five full games, never before published on cassette, and a completely playable demo of the hot new Turrican II, and you've got the stonkiest tape to ever appear on a comics mag!

## TURRICAN II DEMO

Only one of the 11 levels that make up the five zones, but it's fully playable, and completely wicked.

## RUNAWAY

An adventure game, designed using the Graphic Adventure Creator from Incentive Software, based around a child's desire to become one of the many homeless.

## BAZAIR

Arcade action with more variations of game play than you can count on an abacus.

## MIND GAMES

Yet another original game as you explore the inside of the president's brain and find out what kind of guy is entrusted with the 'button' to end all civilization.

## THE ASTRODUS AFFAIR

Another adventure written using GAG. This time it's in space, where nobody can hear you bite into a Spam sandwich.

## QUAD

A breakout variant with many differences, four bats for a start.

## THE CONTENTS

Side A: Turrican II  
Demo,  
Runaway,  
Bazer

Side B: Mind Games,  
The Astrobus  
Affair, Quad



interplanetary peace has arisen. Now you've been asked to do the job again, and in much the same way.



## TURRICAN II DEMO

Supplies: Rainbow Arts

Type: Playable demo -

Arcade Action

Controls: Joystick in port

hen The Mighty Margul is dead, you offer him in spectacular style at the end of the first game, but another threat to

as before.

To make the water during the demo, and to allow you to see more of the scenery, you've got 99 lives to play with (considerably more than the real thing), but the gameplay is identical.

When you've reached the end of the level you'll be greeted with a message so there's even something to play for



## QUAD

Programmer: Nick Barmor

Type: Complete game - Arcade action

Controls: Joystick in port two (2 players), plus a joystick in port one (2 players)

Quad is Breakout with a difference. In fact, it should be called Break-in. Instead of just one badly little ball at the base of the screen, you have four balls, one for each side. This time, you've got those bricks surrounded!

You control the balls at top and bottom with joystick left/right, and the left and right balls with up/down. Unlike all other games of this sort, you do not lose a life if the ball gets past your ball. In fact, the ball never leaves the screen - the point is to stop it bouncing off the side. The penalty for letting the ball past is that you lose a brick from the screen.

You might think that an advantage, since when you need to do is get rid of the bricks. But no, because the bricks lost does not count towards your score, and reduces the number left for you to score on. Since you need a certain number of bricks to get on the next screen each time, this can lead you to be trapped at the same level

all over again.

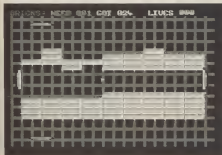
The counters at the top of the screen will give you an idea of your current situation. The Need figure shows you how many bricks you want to get to the next frame, and the Got figure shows you how many you have towards your total. If you are in a frame, you must still clear all bricks present to progress.

However, you must be careful that you don't lose enough penalty points to drop the need figure below that you need to

complete the frame, otherwise you'll have to do it all over again. Dawlish, eh?

If, in the process of clearing the screen, the Got counter drops to zero, or on completing a screen you fail to achieve the Need value, one life will be lost. Lives are shown by the smiling faces. When all three are gone, the game ends. No extra lives will be given.

There are eight screens in all, and besides that, the game offers a number of options. It can be played



with one or two players - one player controlling the left/right ball, the other controlling the up/down. The ball size can be made large or small, or the ball speed made fast or slow. All these options are chosen after the game has loaded as follows:

F1 - Number of players. Toggles between one and two.

F3 - Ball size. Toggles between large and small.

F5 - Ball speed. Toggles between fast and slow.

F7 - Starts game.

## B

## RUNAWAY

Programmer: Developer  
Hester

Type: Complete game -  
Adventure  
Controls: Keyboard

Runaway is based inside your house. Your parents have gone away for the day, leaving the house empty except for you. The object of the game is to



escape the house before your parents return - to be sure it's a runaway because you're decided that you can't stand your home life anymore.

Your parents, unfortunately, being aware of your feelings, have left the whole house seemingly locked up for hours (hey?) Can you discover the hidden keys and make full use of the

available objects in order to escape as fast?

Runaway requires the text input in classic noun/verb form, although adjectives are catered for. Examples would be GET SPICY KEY or OPEN SOUTH DOOR. Movement is via the usual NORTH, SOUTH, EAST and WEST system, and many abbreviations are supported.

## BAZAIR

Type: Complete game -  
Arcade Action  
Controls: Joystick in port two

It is said that in the Bazaar system, somewhere on the Galactic Rim, there are nine planets, each more inaccessible than the last. On each planet is a city, and in each city is an

electronic key of such a nature that it can be used to command the ship that will carry the fortunate traveller to the next city onwards. It is also said that in the ninth city will be found the key to the mastery of all time and space.

None have come into possession of the secret, for many paths encompass the cities and





planets. The key to each city is in each case protected by fast-moving robot guardians. Should a quaking hand wish to remain non-perturbative they want wise to step swiftly

Once in possession of the key, the Voyager's problems will start. For each of the craft that will be needed to penetrate further into the system is protected by a lake of mineral acid so corrosive that it will reduce a being being to a solution of ions in milliseconds. A network of floating platforms peers over the dreaded lake, and swiftness and dexterity will be needed to master the patterns of their movement. But stay - pity the unfortunate venturer who travels then merrily on the other side. For between each of the planets is a zone of asteroids of unusual density and possessing most unpredictable orbits. Few ships that venture into the system are ever heard of again, and we

can only conjecture that they are now little more than smeared debris in the bath.

Are the wretched seeker's troubles now over? Not so - for each planet possesses a gravity markedly higher than the last. Landing by means of the retro jets becomes a

not particularly easy task with their unbidden guests, and are wont to toy with them. It is said though that a determined and wise person may master the rears and thus obtain the next key.

It is inconceivable, however, that any should master all the rings, and



hazardous after before long.

But finally, the wanderer may at last enter the appropriate city. Alas, such a fate is far from advisable, for the cities will

many have sought to try. Perhaps it is as well for the universe that this is so. Indeed from *The Book of Half-truths*, Baron Bodissey (Alphaville Press, 3017).



## TAPE PROBS!!!

Think you've got a problem.  
Your tape just will not work.  
You've tried it several times,  
And you feel a stupid jerk.  
Just pop it in a jiffy,  
And send it in to us.  
Include an explanation,  
We'll replace it soon as possible.

**YC TAPE 14 RETURNS,  
INTERCEPTOR GROUP,  
MERCURY HOUSE,  
CALLEVA PARK,  
ALDERMASTON BERKS.,  
RG7 4QW.**

The only way to cure those "Aaargh, my YC cassette steadfastly refuses to load and I'm getting rather frustrated, honest!" blues!!



# GOLDEN AXE

IF I had a golden axe I'd be straight down the market with it, or maybe the local jewellers. Only an idiot would use a weapon made out of a heavy metal that blunted easily. Evil reptilian Death Adder is obviously no mug since he intends to melt it down for cash, thus ruining the magical emblem of Yuria. Duncan Evans tries to stop him.

U n, what I love about these sort of sideways scrolling, axe-wielding clasp-ent-up is the coherent plot, the believable characters and the witty repartee. So the kingdom of Yuria (pronounced 'your ear' by the way) is in danger of something or other, with the royal family being put to the sword (good thing too if you ask me), and reptiles running the land. Probably.

Well, as down to you, Mr Axe-Butler (flashback 20 years). So what are we going to call our son then, asks Mrs Butler. Durno, says Mr Butler, kidding. He's nice. How about Ann Y, you Mr Gibus.

Thunderbolt (the midget), or you Mr Tyne Flame (recently orphaned Amazon warrior queen with Maria Whittaker

proportions and a bottom nibbling thong, to tell all of Death Adder's troops, and then tell the queen herself. Complex stuff huh?

Up to two-players can plod along simultaneously, which gives you a great advantage since only one enemy seems to appear at once (programming problems and all that), and starting in the woods just outside turtle village (groant, off you go, cutting a bloody swathe towards the castle containing Mr Death Adder).

So it's been done many times before, at least the action is entertaining (if you like hacking, chopping and maiming - which I do), the graphics are respectable enough, and it all progresses with a weary inevitability. Fine.



OfPascoson? Talk about bad breath. These little cutscenes could break out the Lolly Mop if she was just standing there most. I wouldn't like to hang one of them, maybe to show off the Lolly Mop.



## CREDIT CARD

• Fully work • what you • expect, not	• Reasonably • good with • the game	• You can start • a story • before and • there's a little • of the game	• It's a bit of a • story game
• • • • •	• • • • •	• • • • •	• • • • •
• • • • •	• • • • •	• • • • •	• • • • •
• • • • •	• • • • •	• • • • •	• • • • •
• • • • •	• • • • •	• • • • •	• • • • •
• • • • •	• • • • •	• • • • •	• • • • •
• • • • •	• • • • •	• • • • •	• • • • •
• • • • •	• • • • •	• • • • •	• • • • •
• • • • •	• • • • •	• • • • •	• • • • •
• • • • •	• • • • •	• • • • •	• • • • •

NAME: Golden Axe  
 SUPPLIER: Virgin Games  
 PRICE: £10.95 tape, £14.95 disk.  
 ALBANY: 100% Don't miss this

75%

You've seen it all before, but the action is good, the graphics reasonable, so if you like this sort of thing, here's more of the same, and just as good.



# HOW DOES ETERNAL SLAVERY SOUND?

The Gr-Goon Hierarchy - the "evil empire" of the 27th Century is ruthlessly invading interstellar neighbours and slave-bonding the inhabitants. Now humanity itself is on the shopping list of species to capture.

Available on  
IBM PC &  
Compatible  
£29.99  
CDM #M47  
£24.99

Engage in white-knuckle tactical combat as you join forces with the Alliance of Free Stars to defend the galaxy against the conquering armies of the Gr-Goon. The Captains of seven hungry star-fleets await your orders for battle - man's destiny is now in your hands!

Available on  
**SPECTRUM**  
Cassette £19.99  
**486/386**  
Cassette £19.99  
Disk £16.99

**CDM #A/126**  
Cassette £19.99  
Disk £16.99  
To Follow

## STAR CONTROL ACCOLADE



Screen play from IBM PC Version



**ACCOLADE**

The best in entertainment software.

Unit 11, Lombard Business Centre,  
10 Lombard Road, London E14 7BQ  
Tel: 020 7538-1234

Star Control is a registered trademark of Accolade Inc. All other trademarks are the property of their respective owners. © 1992 Accolade Inc.

# KONSOLE KRAZY

C64GS NEWS, VIEWS,  
PREVIEWS AND JAM  
SANDWICHES WITH RIK  
HENDERSON

## REVIEWED



### FUN PLAY

A collection of  
three  
Codemasters  
games on one  
cartidge.



### POWER PLAY

Three of the  
best  
Microprose  
games now on  
the GS.



**MYTH**  
System 3's  
award winning  
arcade  
adventure.



**VENDETTA**  
The meanest  
game of 1990  
now arrives on  
cart.



## BRIEF BITS

Biggest shock of the month revolves around the announcement by US Gold that they're NOT going to be releasing the famous Epyx Games series of games. This seems a great shame seeing as this much acclaimed series is perfect to be converted and would suit a cart well.

Other US Geo carts to come will be (as well as those mentioned last issue) Ghosts 'n' Goblins and UN Squadron.

Domark's new releases are actually old ones. Along with Vindicators (as noted

last month) we've got Backlands and Cyberball - a game that we reviewed absolutely years ago and never appeared on tape or disk.

System 3 are not just happy with converting the company's existing product, all future C64 games will support the machine that has already blasted one competitor out of the water. IK Deluxe is the sequel to International Karate 4, and will be also programmed by Archer MacLean. We also have the second Myth game, and that's just for starters.

## FUN PLAY

**N**ow this is what the cartridge should be used for. Just change it, a flick of a switch and these games are all waiting for you to play instantly. Once you've chosen one you go straight into it, and if you want to change your mind at any point, just switch the machine off and on again and you've got another choice.

The only fault that Fun Play has is that it's a collection of three Commodore games, which would normally retail for about £2.99 each. And seeing as none of them are multi-players, it's just as if the producers are that fulfilled. Let's have a look at the games then...

**Pro Tennis**

Err... Er... Not exactly the best tennis game in the history of the console, but not the worst either. It seems

like Proton, but it has billions of levels and they range in difficulty from very, very easy to you must be joking. It's pretty much a stily.

**Pro Skateboard**

Again a 64 map, and very badest gamey (what's that?) You have to race down a hill, collecting flags, on your trusty deck and that's about it.

Hope this pack isn't really worth the cash, mostly due to the poor quality of the games, but it's a decent good idea, and we hope that we'll see many more good maps up.



to be rather play in the playability sense, but a tad too hard, and a tad too map.

**Fastfood**

This is the highlight of the three games and is as good now as when it released it years ago. It's a menu game much



CREDIT CARD

Name: Fun Play  
Supplier: The Disc Company  
Price: £19.99

**OVERALL: 49%**

A good idea to have cart compilations, but the quality of the games on Fun Play leave a lot to be desired.

## POWER



**N**ow here's the other pack that we're offered from The Disc Company and this is much more like it.

Three of the best games that Microprose have ever published have been shoved onto a list as you blink piece of not plastic. This is far more the type of thing that G5 owners would like to sit in their holes (and you thought that the V6 review was dirty).

**Stunt Car Racer**

This won our 1992 Webby Awards 1992 for the best game and best simulation, and it's hardly surprising. If I had to name my favourite Amiga game ever Stunt Car Racer would certainly be in the running, and undoubtedly the G54 version is just as good.

Not so much an arcade game, but more fun to play than any other racing game on the market.

**Risk Dangerous**

This set new standards in arcade adventures and the original was only beaten by a terrible multi-task system. Now everything is instantaneous so we can all enjoy the most playable platform game this side of the local arcade. It was also quite before its time.

**Microprose Soccer**

Not the best footy game on the console, but close. What it lacks in options (which is not much) I can tell you it

## POWERPLAY



more than makes up in graphics and playability. Far better than Rock Off or its sequel.

Power Play is a pack just soaring with the cream of the top of the best games of all-time pile. Any C&GS owner would be completely stupid to miss this.



CREDIT CARD

**Name:** Power Play  
**Supplier:** The Disc Company  
**Price:** £19.99

**OVERALL: 96%**

Every game on this cart is superb, you'd really love to insert it in your slot and reinsert it.



## VENDETTA

**A** rather System 3 success story makes it to the C&GS, and thanks to the release of the truly stunning Last Ninja 3 and Ninja Romance on cart those fans will undoubtedly find a whole new challenge in this gun-faking master piece.



Using the same system as the Ninja series, Vendetta could hardly fail to impress. That said it has many features of its own to more than impress.

You are a grunt (a soldier not a whiffy fart) who has had no problems in getting out of Vietnam. But now that you have finally been accepted into the society a scientist friend and his daughter have been kidnapped by terrorists and this makes you mighty sore. So armed with but a broad knife you decide that you should go after the assassins and remove their most private parts.

But the 3D arcade adventure part is not the best and end of all Vendetta, hope we have get treated to a

rather splendid driving game that links the levels. And on cartridge I know I've said it before) there is no split between sections.

I realised when it was out on cassette and given it 94%, and it has weathered the time (almost a year) very well indeed. The graphics, sound and play have only since been bettered (in my view) by a select few games and surely a console owner would rather have a game that would last for years than a quick licensed flash in the pan.



CREDIT CARD

**Name:** Vendetta  
**Supplier:** System 3  
**Price:** £24.99

**OVERALL: 94%**

An excellent game that's full to the brim with different styles of gameplay and action.

# MYTH



**R**ight let's get this out of the way before I start: we reviewed this game back in the May edition of PC, or more correctly Ashley reviewed it. He didn't like it for a few reasons and only gave it a humble score of 64%. At the time I tended to disagree with him, and now that I've seen it on cartridge I've finally got my chance to do so publicly. Myth is an arcade adventure set in various

mythological backgrounds, as you, the small Michael J. Fox look-alike, have been plucked from today's world and have been sent into the past in order to give a big

ugly god a right royal kicking.

To get to

the mighty and fearsome though, you have to negotiate lots of other entities. These are based around major gods in mythology, and you must use your wit and reflexes in order to progress past each.

Everything is based on the old platform game idea, but it extends far beyond that. There are also fighting actions that you can (and must) perform for instance, and there are tonnes of small puzzles that must be completed in order to get anywhere whatsoever.

The animation is absolutely superb, and although the graphics are top they're very perfectly drawn. On the cartridge we also get a new intro screen but that's about the only addition (apart from the lack of multi-loading of course). In my eyes, with the great success of such platform games as Rock, Dangerous 1 and 2, System 3 have by far the most accomplished of them all, and unless you are actually hopeless at such games the gameplay can be a tad hard until you've played it a few times; you'd probably more than welcome Myth to your growing cartridge pile.



CREDIT CARD

Name: Myth  
Supplier: System 3  
Price: £24.99

**OVERALL: 89%**

Although the price seems a little high, you get absolutely loads of re-rewarding action and adventure for your cash.



# Greater London Computers

## Commodore C64

Nightmoves/Mindbenders Pack

**£149.95**

C64 Games System

**£89.95**

C64 Games System Upgrade

(For C64) **£24.95**

C64 Light Fantastic Upgrade

**£34.95**

1541C II Disk Drive

**£119.95**

## Commodore AMIGA 500

Screen Gems Pack

**£379.95**

Class of the 80's Pack

**£549.95**

First Steps Pack

**£549.95**

A1011 Disk Drive

**£99.95**

A501 Upgrade

**£89.95**

## Greater London Computers commitment to Service

At GLC we believe that the most important part of our business is our service. To us, you the customer is the most important thing, so in order to keep you happy we offer the following services

Free advice, we will advise you on any computer requirements you might have, whether or not you buy from us

Technical Support, our technical people will be happy to answer any of your questions

Credit Accounts for business customers

Free Delivery to UK address\*, DataPost Delivery on orders over £350 in UK. \*Sorry DataPost is not available to BFPO

We accept ACCESS, VISA, American Express

Friendly, helpful staff, even Nigel

## Software

We stock a wide variety of  
Software for the C64 &  
Amiga, even if we do not  
have it in stock we can  
soon get it in.

## Education

GLC is dedicated to  
Education, we stock a wide  
range of Educational Software  
and Hardware for all ages and  
abilities. Call Nigel Hodson for  
more information.

Greater London Computers, Dept YG,  
481 Hale End Road, Highams Park, Chingford, London E4 9PT  
Tel: 081-527-0405 Fax: 081-503-2341



## ROF THE TURTLE

## FEBRUARY

[illegible]

Mais les gens en les voyant  
 dir "Bonne nuit" avec un petit sourire  
 pourvu qu'ils soient de bonne nuit.

On the point with our goal to build an effective communication to let the people know on the power of the "No Chemicals" and although it was a small building up others were not managed to get the most power of word of mouth in the last 100 days.

The power of the small, though, and the superior American Flyer power with Fisher Modeler's name attached.

WAPCH

**MARCH**

*"This was the month that Anderson suffered a severe cardiovascular. It is because this occurred in late February, early March, just as the March was in full swing of labor and ended on the 1st. It was dropped from the report and good old early March was the month of the British Union."*

It is also apparent that of the working men  
class that something cultural in the Public Education  
system is needed. It seems almost to be a  
necessity that some of them.

[illegible]

APRIL

I don't like you - and I don't tell the the family  
 please see - tomorrow! I don't want to be with you  
 tomorrow! I don't want to be with you  
 I don't like you - and I don't tell the the family  
 please see - tomorrow! I don't want to be with you  
 tomorrow! I don't want to be with you

The big wonder of the month was a shipwreck. There is  
Humboldt Bay, which is named in much after the  
Alaska natives, but was really a big pile of people  
; although a number other names were used to describe  
as distinct otherwise.

Aspirin: I never take it and it's worth the trouble of the  
aspirin tablets themselves. It's really not a very good  
way to go.

SEPTEMBER

March 13. The Hudson 13 weeks of the summer past  
down for the water outside of the river and  
is a water over showing  
March 14.

I was awarded the

## OCTOBER

## ACT ONE

*This was the result of the Computer Entertainment Game, both as well as an available Game and Computer Entertainment Group up through with an enormous party held just for those like me. We all got more of that too.*

Alison Mitchell got the business by applying an Alchemy that involved, in essence, the application of a million dollars.

Final assembly also does a great job of the assembly

## DECEMBER

...the ... ..

happened following years of Christian persecution and the  
 temporary end to Islam as being of lower development and  
 inferior.

The 1980's...  
several other...  
and...  
with the report...

Chase, Alfred H. and his wife, Mrs. Chase, were present in the  
Chase, Alfred H. and his wife, Mrs. Chase, were present in the

Admission 50¢, included show and  
refreshments on the terrace with Oregon Board  
of the last record of the year was 100,000.

...and have a policy good down up

# THE YC STAFF OVER THE YEAR

In 1990 we've had quite a few members of staff, some with beards and some without. Here's a rundown of who was who...

**Rik Henderson** - Deputy Editor (January - February), Editor (March - December)

Rik's the kind of guy that puts a lot into something (as long as he doesn't have to tidy up afterwards). If you invited him around to your house you'd be likely to have quite a few laughs, but your alcohol cabinet would mysteriously become more roomy by the end of the night.

Rik is still the fid of the organ.

**Adrian Humphrey** - Games Editor (January - May), Games Correspondent (June)

Adrian, the great yob that he is, added a certain touch to YC that could only have come from one with so much legal fluff. Although his graft manner caused a few nightmares, his cheery northern humour brightened up many press conferences.

Adrian is now the Editor of our sister title *Your Amiga*.

**Paul Ware** - Technical Editor (January - April, August), Group Editor (September - December)

Paul is also the editor of *Commodore Disk User*, a rather fine, if more serious, magazine. This doesn't mean that he's the old

stoney fagg that everybody reckons, he's a mean gamerplayer when it comes down to it.

Paul is still Group Editor.

**Stuart Cooke** - Group Editor (January - June), Editorial Consultant (August - October)

Stuart was the editor of *Your Commodore* for most of its life, until an upset cat-in. He's had the shades ever since.

Stuart is still of Angus Special Press, and is Group Editor of such titles as *Photography* and *Skeleton Crew*.

**Jim Black** - Editorial Assistant (January - April)

Jimbo was the unsung hero of the reviewing team. He left to join *Video Today* as Assistant Editor and has no inclination of coming back to the computer industry (it's too stable for him).

Jim is now the editor of the adult magazine *Video X*, but we'll not mention what he reviews now.

**Mark Newton** - Designer (January - June, November - December)

Mark, the original chairman animal, slapped the paint on the bureau for many months. His speciality is creating a whole new look, it's a shame that he still means on the floor through.

Mark has now moved from YC onto sister mags *CDU* and *Your Amiga*.

**Ashley Gutter-Cairns** - Staff Writer (March - May), Games Editor (June - September), Assistant Editor (October)

Ash is still with us in heart, merely because none of us will forget his wild tests in shirts. He left when he found out that jeans were banned from the office.

Ashley is now with *Microsil*.

**Helen Saunders** - Designer (August - November)

Helen is the current art editor to give YC that special look. Her talents were recently moved across to *Your Amiga*, but she's back with some more killer ideas.

Helen has now taken over from Mike on the design duties, again.

## YC'S LOOK AT 1991

It's time to get out my crystal balls and give you a few pointers on what I reckon'll be 'happening' in the coming year. Everything here is absolutely, completely true!

*Autogaming* will announce Jeremy Beadle's *Lute Challenge* (but probably release it several years later).

*Codemasters* will release another three trillion *Dizzy* games, and claim that the company's now bigger than *Gazza*.

*System 3* will release an extra-enhanced version of *Ninja Renix*, adding such features as a new loading screen and a pretty new box.

*Grindalem* will disappear once more and come back

a month later, with *Liverpool FC* still on the schedule.

*Rainbow Arts* will release *Demons 2*, but will have to withdraw it because it's too similar to *A-Type 2* (and for better anyway).

*Virgin Games* will look for even more diverse licenses than *Morty Python* and *Vic*, and will end up signing *Antique Roadshow*.

*Emap* will look for a larger venue to hold the next *Computer Entertainment Show* after complaints about overcrowding. In the end it'll be held in the superb outside *Charing Cross* station.

"This is a bit really (Dad we are naughty)! We've got no idea what's coming up, but you can bet that we'll be keeping you up-to-date all the way."

# THE YC WOBBLY AWARDS 1990

It's that time of year again. It's up to you to decide who should get the ultimate Commie 64 accolades for the previous year.

## 1. Game of the Year

What's the best game of 1990? It can be any type of game, but it has to be a *workin' commie*.

YC's tip: *Vendetta* (System 3)  
**Winner 1990: Street Car Race** (Microquest)

## 2. Arcade Game of the Year

What was the best coin-op conversion of 1990?

YC's tip: *Rainbow Islands* (Comet)  
**Winner 1990: Chase HQ** (Comet)

## 3. Simulation of the Year

This is a game that can include any subject.

YC's tip: *Greg Norman's Ultimate Golf* (Granite)  
**Winner 1990: Street Car Race** (Microquest)

## 4. Adventure of the Year

This is for the best adventure or role-playing game of 1990.

YC's tip: *Buck Rogers - Countdown to Doomsday* (US Gold)  
**Winner 1990: Supergod** (Amiga)

## 5. Best Software House

Self-explanatory, but we'll abstain on this one, we'd not like to be biased.

**Winner 1990: Golan**

Who's the top talent/person behind the games?  
 YC's tip: *Probe*  
**Winner 1990: Geoff Goodwin**

## 7. Best Game Music

Which game has the best tunes?

YC's tip: *Ninja Roma* (System 3)  
**Winner 1990: Tulse Ocean** (ST Gold)

## 8. Best Game Graphics

What looks best, basically?

YC's tip: *Greg Norman's Ultimate Golf* (Granite)  
**Winner 1990: Tulse Ocean** (ST Gold)

## 9. Favourite Games Advert

What advert made you want to buy a game the most?

YC's tip: *Monty Python's Flying Circus* (Virgin)  
**Winner 1990: Batman - The Movie** (Comet)

## 10. Worst Game of the Year

What was your stinker?  
 YC's tip: *Kenny Dalglish Soccer Match* (Impressions)  
**Winner 1990: Pro-Huntley** (Mike Simister (Microquest))

Don't forget, your nominations must be games released in 1990 only. Send your entry (or a photocopy) to YC Awards 1990, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 1HF.

To give you that little bit more of an incentive we'll give 1000 of game software (console, disk or tape - it's up to you) to the first entry pulled out of the hat on 1st March. Also the winner and ten runners-up will get a years subscription to *Stardust's* best C64 title. Not

only that but your entry could be the one that decides the final result. Just fill in the form below nominating your top three games in descending order for each category.

To help you out we've also listed 1000's versions and our tips for 1990.



## MY NOMINATIONS FOR THE YC WOBBLY AWARDS 1990

### 1. Game of the Year

1st .....  
 2nd .....  
 3rd .....

### 2. Arcade Game of the Year

1st .....  
 2nd .....  
 3rd .....

### 3. Simulation of the Year

1st .....  
 2nd .....  
 3rd .....

### 4. Adventure of the Year

1st .....  
 2nd .....  
 3rd .....

### 5. Best Software House

1st .....  
 2nd .....  
 3rd .....

### 6. Programmer(s) of the Year

1st .....  
 2nd .....  
 3rd .....

### 7. Best Game Music

1st .....  
 2nd .....  
 3rd .....

### 8. Best Game Graphics

1st .....  
 2nd .....  
 3rd .....

### 9. Favourite Games Advert

1st .....  
 2nd .....  
 3rd .....

### 10. Worst Game of the Year

1st .....  
 2nd .....  
 3rd .....

My name .....

My address .....

After watching *Top Gun* (again), Duncan Evans did nothing but wander round the office with his arms outstretched muttering "I feel the need, the need for speed!" We tied him to a chair, hit him over the head with a copy of *S.T.U.N. Runner* and said "review this then you withered old hack".

**B** Ah, all lies of course, but it's true there's nothing I like better than driving down the wrong side of the motorway at 120 mph with my head out of the window shouting "hell-oop, whoop, ah aboard the fast lane to the afterlife!" After a recent spell of hospitalisation with the glorious NHS (hmm, severe internal injuries, fractured skull and shattered legs Mr Evans Here, take this grubby old Aspire and think yourself lucky it wasn't worse), I hobbled into YC HQ to get the latest episode converted from Denmark through its pipes.

First up let me say that as far as Tengen games are concerned by Denmark go, they've mostly been right old dawp. After playing the

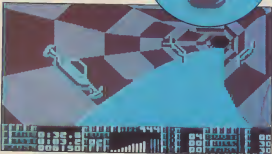
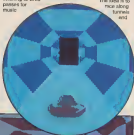
driest Amiga version of *STUN* I was driving round the result of five minutes shuffling from the cracked disk drive we use. But to the game came forth, and lo! it was a mighty game, full of pycus programming and sparkling gameplay. Yes, despite the fact that I had the proton pen ready and dripping I was disappointingly impressed. Huh, it's not bad then, said the vulgus atop my monitor, ready to pack over the games likeless bones. No, Samuel, I said, I'm afraid this one is a little and looking.

Enough babble, to the game then. *STUN* stands for Speed Tunnel Underground Network (aa, ff), and offers you (yes you) the chance to race through

34 levels (some different) before attempting the ultimate challenge (which I thought was trying to get some sense out of this, but obviously the programmers haven't met him). After listening to what passes for music

(unconvincingly) you can either start on level 1, 6 or 11. Good idea really if you're the sort of jocular buffoon that isn't sort out left from right and get any further than the first level.

The idea is to race along tunnels and



# RUNNER

runways, collecting green stars to exchange for a shockwave (laser beam style destruction), running over speed ups for even more nitro speed (though not faster than the speed of light, because if you did, you could finish the game before you had actually started) - or so the theory goes), shooting any old blobby sprite that gets in your way, and finishing the course in the time allowed.

In the tunnels the idea is to go along the floor on the straights, and on the outside curves all bends for nice performance. Go fast enough and you can even loop over the ceiling down the other side. At the point you're gonna be impressed with the decent speed of the 3-D graphics. You ain't gonna be impressed with the sprite though. The green stars for example are actually green squares. Oh well, so fast enough and so playable enough so who cares. The

rest of the sprites are ordinary looking solid blobs that come your way and then get blown away. There is actually some difference between the types so if you're feeling particularly observant then watch out for the train. This chugs along the bottom of the tunnels and takes a good looking before being destroyed.

Other threats to look out for are drones, armoured drones and flyers (which drop missiles and bombs - ew). Just nail the mothers before they even think about doing something nasty.

Well, okay, STUN Runner isn't as exciting as a night out with Rem Bergner (but then it is a lot cheaper, so if you feel the need for speed, just say hi to drugs and make yourself a nice cuppa while waiting for the STUNner to load. (Sorry I tried not to use that joke all the way through, but weakened) at the



OKay, who said that great part of game? Well it is anybody there? Got somebody got you down? HELLO!



Alright, so I've got to collect those big red squares? But when do I do with them when I've got them? Good. Don't come back to Moscow probably!



## CREDIT CARD

<ul style="list-style-type: none"> <li>rated as</li> <li>reusable</li> <li>as a reward</li> <li>best part of</li> </ul>	<ul style="list-style-type: none"> <li>OK look for</li> <li>and looks</li> <li>really</li> </ul>	<ul style="list-style-type: none"> <li>really</li> <li>actually fast</li> <li>when I was</li> </ul>	<ul style="list-style-type: none"> <li>really</li> <li>completely</li> <li>redone and</li> </ul>
<ul style="list-style-type: none"> <li>SCORES</li> </ul>	<ul style="list-style-type: none"> <li>about</li> <li>pretty</li> <li>but I never</li> <li>it all you</li> <li>really need</li> </ul>	<ul style="list-style-type: none"> <li>life</li> <li>like to go</li> <li>from 1 star</li> <li>to 5 stars</li> <li>to 5 stars</li> </ul>	<ul style="list-style-type: none"> <li>about the</li> <li>about</li> <li>chasing push</li> <li>to fast map</li> <li>to fast map</li> </ul>

NAME: STUN Runner  
 SUPPLIER: Borens  
 PRICE: £9.99 Pkg., £14.99 Disk.  
 RELEASED: 24/7 - Best name.

OVERALL

70%

Better than expected, and playable and challenging without being nose biting or grabbing any other part of your anatomy

**Duncan Evans** is an off road racer, but he's anything but super. In fact he spends so much time off the road because he's so bad a driver he can't stay on. A natural choice for this game.

# SUPER OFF ROAD RACER

**M**ore rainy moons ago... (we'll just call this bit out shall we, and pick up where he starts to get to the point)

and Super Spirit was a pretty good game, and the follow up released before Xmas, wasn't it? So what, here's team leaderman Stewart's Super Off Road Racer, which is Super Spirit but on four mud bath, dirt level, full featured tracks. You race round, up to three of you, you use up nitros, which are like a gummy gulf, when clouds of smoke appear at your rear end and you go hurtling through space, landing somewhere down the course, and where the objectives is to win, earn cash and make your buggy go even faster.

As long as you beat all the other computer cars you can keep racing, and there's even a continue option for those goofus that got eliminated early.

Free chunky and bright colours, chaotic controls, slightly iffy programming, and a whole barrel full of fun is guaranteed when you're playing against a couple of mates (if you have any that is). The races, over the hazards and obstacles we just said, and with the chuff potential of the nitros you can find yourself flying in any direction, even getting stuck on the scenery.

For all the chaos, gradually skill, but most importantly the best physics, well cut, separating the boys from the girls, and the decent physics from the other boys.



What? when you thought it was safe to get into your four wheeled machine, a merry old YC reviewer comes tearing up from the back and separates you like an orange!

**CREDIT CARD**

• Or the best  
• **BOOKS**  
• to get the  
• and really  
• have time to  
• it's on you  
• saving you

• **GRAPHICS**  
• best quality  
• to get and  
• either in  
• output

• **DEFECTS**  
• my turn with  
• the best  
• avoid new  
• problems  
• of the game

• **CULTURE**  
• the new  
• trends  
• looking  
• the new  
• and the  
• you give  
• the game  
• the game

**NAME:** Super Off Road Racer,  
**SUPPLIER:** Virgin  
**PRICE:** £10.99 tape, £14.99 disk  
**ALSO:** YC On the shelves now.

**DETAILS** **87%**

Wild, stormy, gusty, and other meteorological companions, it's a winner in the YC office.



# NARC

Dur, winners don't use drugs. So says the packaging of NARC. The same packaging that shows your typical winner wearing a rubber ski mask and shades, and carrying enough hardware to eliminate a small country. Duncan Evans, well known caffeine addict, struggles to get into the role.

**G**ived don'tch just love these mindless monitoring attempts? Winners don't use drugs, indeed. Baldocks. Half the athletes world is too stupid to know what their names are, never mind what event they are in. Take good old Dexter Manley, hopeless coke addict and some time American Football player. A Helene has ended recently after a huge one year. And what about Ben Johnson? And even what about drugs like caffeine, nicotine, alcohol, and medical necessities such as paracetamol, aspirin, and for those heart patients, streptin? Let's face it, a subtle blarney, "winners don't use drugs" message is completely pointless and even dangerous. What about, hard addicts?

consciousness altering drugs shoot the s\*\*t out of your system? (C'mon guys, get into the real world huh?)

Anyway, in this latest just say no to coffee, cup of powdered coffee you are out to waste the Mr Big Corporation. The entails blowing away all Mr Big's Henderson, over 12 levels feature you finally get to give Mr Big himself his just deserts (custard and bullets).

The action starts off as a junkyard (it says I am - it looks nothing like a junkyard to me though) with swarms of villains surging towards you, all in need of central ventilation (their heads), blowing off to you. You can always arrest them for bonus points, though this is hideously dangerous. The idea is you stand next to

them for a few seconds and they get rocked. Huh, all the blowers are firing away like its the start of the USA-Eng war so getting anyone near to someone is like well dangerous. Best just to blast holes in them, or use the odd missile and blow them into burgers and legs that go flying everywhere. Actually you need to save your missiles for further on in the game, especially if you manage to catch up with Mr Big.

Along the way, the levels take you through a subway station, Monk Street, a drug lab, Sunset Strip, the actual HQ of Mr Big, encountering such characters as Dayhigh, Joe Rockhead (the drugge

obviously), Spike Rush, and King Pinky.

Usually the idea on each sideways scrolling level, is to blast everybody in sight (not this arrest them kind, collect re-supplies of bullets and missiles, nab cash for bonus points, and get someone who plugs the credit card past you need to get to the next level). While the backgrounds are quite good in places (and look like Lego in others), the sprites are a bit of a disaster. You, rubber mask and all, look okay, but the villains look like incredible blobby monstrosities. Obviously the result of too much caffeine.



Others hate it, when a dog bites your bottom and just won't let go no matter how many times you shoot it through the head.



CREDIT CARD	+			
	✓	✓	✓	✓
• Aether	• Gambling	• It's tricky	• Visual	• Great LIFE
• Bounce	• of a mixed	• enough to	• compen-	
• City, it	• flow that	• get you	• sate	
• Crisp	• GAMING	• BIG BOMB	• about the	
• Cool, cool	• the	• back for	• details of	
• Cool, cool	• backgrounds	• another	• looks, or	
• the FIRM	• and sprites	• play	• variety	
• will save the	• are fairly	• without	• maximum	
• mark	• but not are	• being	• nothing	
	• crazy	• destroyed	• science	

NAME: NARC	OVERALL	78%
SUPPLIER: DREAM		
PRICE: £19.99 (incl. £14.99 incl. BEAM) (47%), but only		

Plenty of entertaining frenzied blasting action, but the graphics are a mixed bag and the game doesn't grip you like a mad dog

# STAR CONTROL



# Star Control A C L A D E



# ESWAT

Eee swat that fly sounds something like someone from oop north would say, if they allowed themselves to be gratuitously stereotyped for the benefit of an introduction of a game that has bugger all to do with flies. **Dungen Evans** comes from oop north though, but we've never heard him say eee swat that fly. He'd probably just eat it.

**H**amrph! Well, I may hail from the wildlands of the north, but I never even wear a fly (how could you say) until I moved southwards to live with all those soft southerners.

Anyway, Eee have nothing to do with ESWAT from US Gold, which is the Birmingham man's rather rocky counter to the all conquering and truly majestic Robocop 2. In fact to compare ESWAT to

the sparkling magnificence of Robocop 2 is like comparing the intellectual capacity of Rick Henderson to my very good self. Not only is there no contest, the judges (if there were any other than me) would declare the contest to be a mis-match and send poor old ESWAT off to school for 15 years before it could hope to be mentioned in the same breath as Robocop 2.

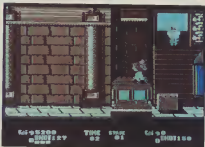
Actually it isn't a bad game at all (you just can't compare it to you know what). The plot, as such, is that criminals are running riot in Cyber City, and only the really tough guys in the ESWAT team have the

gonads, and vorly, the aw looking fresher to book them a one way ticket to the morgue. Yup, there's none of your family (sorry criminal) rehabilitation programs here, it's a case of blow the mother away before they get away. However, there's a small problem, before you're allowed into the ESWAT team you have to complete three missions (thus arresting with terminal pyrotechs) to earn the permissions that will allow you to wear a suit of bailing fat.

This isn't too hard, especially if there's two of you blowing away at once, though you need to keep an eye on the bullet supply situation, and then make in front of your mate to nab the bullet token before he gets it. It's sideways scrolling action, with particularly dull graphics. I mean the scenery is reminiscent on a foggy day stuff. Still, at least the criminals appear, and get blown away, with satisfying frequency, and there are leggers, buildings, and even the masses of collapsing buildings to traverse.

Wiping the fodder on

Other may be hard but make it from you, Mr. Robert Chase I swallowed a chairman, while it was still going, and I even started my underwear to my bottom. "Ah-hi! get out of that tonight here and come in for dinner!" "Yes mums I'm coming."





## OOZIN' EUGENE'S SCUM OF THE EARTH



Oozin' Eugene supplies us with only one complete solution this month, but o'mon it was hard enough getting him out of bed. At least we've got mega-tonnes of other original tips to keep us going.

**M**ore cash prizes send their way to those despicable enough to not only cheat, but to send them to us expecting to be paid for it. Now that's what I call enterprise.

a couple of times) using the pod. Now go back to the screen you started in (1-3) and block the geyser with the rocks. Now you can go to Level Two.

(Note: This bit allows you to complete the playable demo free on our October cassette.)

## TIME MACHINE

Here's my effort this month, the complete solution to this ever so stinky arcade adventure. And it's about time too (that's puny - Ed).

### Level One: The Prehistoric Era

First you must drop a capsule in screen 1-2. Then shoot the eggs. A

### Level Two: The Ice Age

Place a pod in screen 2-5 (by the cave) and go to the wood in 2-3. When it is in the top window, beam to 3-3 and you'll find it has come with you.

Go to 2-1 and transport yourself back to the Prehistoric Age. Now transport the fire from screen 1-1 to 2-5. Do this until the wood has ignited (it'll go out, do it again).

Now take off the boulders from the



Phorodactyl will take you to the cave screen (1-3) where you drop another pod after which you must warp back to 1-2.

Shoot a mammoth and take it to the cave (do this

geysers in 2-3, and place a pod by the river in 2-4. Zap back to 1-2 and transport apples to the river on 2-4 (do it for both banks). Now you can access Level Three.



### Level Three: The Stone Age

Firstly you'll need to build a bridge across the river in 3.4 (mainly for the next level). You'll need to go all the way back to the first time zone and get the *Perodactyl* to take you to 1.4. When you are in the area where the time is likely to be, transport to the corresponding position in zone three and you'll fall out of the air onto a branch, therefore snapping it. DO this for both sides of the river.

Now take the round wheel across the river from screen 3.2 to screen 3.6 and leave it next to the square one. Level Four now awaits.

### Level Four: The Middle Ages

Go to screen 4.6 by standing in the middle of screen 3.6 and transporting directly, otherwise you'll be spanned by the whizzing cannonball. Take the barrel of gunpowder and take it to 4.4 and drop it on the right side of the bridge.

Place a pod next to the barrel and wait for the large goose (*Goseth*) to get near it. Now teleport back to 3.1 and collect the same. Now teleport back to 4.4 and it will ignite the barrel, killing *Goseth* when it explodes.

Then take another

barrel from 4.6 and drop it in 4.1 near the moving rock. Place a pod here and then follow the same instructions as before in order to ignite the powder. Now you can enter the last level.

### Level Five: Repairing The Time Machine

Go to screen 5.5 and kill a few terrorists. Wait for a bomb and transport it back to 1.1 where it will explode. The crystal that you need to collect will be freed but will fall into the swamp.

Search 1.2 and you'll find it. Go back to the time machine (in 5.0) and place a pod inside it. Return to the crystal and take it back to the machine.

Go back to Level One and use the *Perodactyl* to take you to the centre of screen 1.1. Now teleport to 5.1 and you'll land on the roof of the *Mad Oil* building. Use your beam to turn the switch on and off. Go back to the time machine and place the crystal in the machine. Follow the same instructions to turn the switch on again and go back to the time machine. Now get in the machine and perform a pick up, you've completed the game.

### IVAN 'IRON MAN' STEWART'S OFF ROAD RACE

Here's a few tips for this spiffy top-down racing game from Paul Wilburn. A crap tier is on its way!!

1. At the first corner (on all tracks), swing wide and cut in sharply next to the barrier, the ratio off that should give you a big lead.
2. Try not to use any Nitro on the first course. This allows you to concentrate in spending your money on wheels, top speed, etc.
3. When you have lost 5 credits, change cars and you can continue onto the next track with fresh credits.



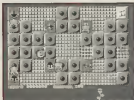
NOT  
TONIGHT  
JOSEPHINE!!

# LIMBO II

Guess who? Yep, Paul Milburn is back with a cheat for our excellent cover game from the December tape.

1. Press **RESTORE** several times.

2. Complete levels 1 and 2, and on level 3 do the square that you're on then go to the right. Now go down onto a flashing square. You should now have infinite lives.



## MIDNIGHT RESISTANCE

Paul Milburn again, with another liver's worth of tips for this Ocean hot smash.

1. One the title screen type **SAMESE** to have infinite lives.
2. Always try to buy a three-way weapon. Although it's not very powerful, it gets

awkwardly placed enemies.

3. Buy bullets at the shop when you have only 300 left. Use them sparingly.
4. Buy homing missiles, they are brilliant. They are essential for the end-of-level battles, especially the jet.

## POKES

This collection of bizarre pokettes have been supplied by both Elvedin Corhodoo and A. Jacobs, who both get a toner for their efforts. If there is no SYS number listed then you can be guaranteed that it is a cartridge poke, if there is you'll need a reset switch.

### PLAQUE

For infinite lives and bombs

POKE 23033, 173  
POKE 38723, 173  
SYS 15307

### MUNCHER

For infinite lives

POKE 38214, 0  
SYS 36992  
To start any level  
POKE 38973, (Starting  
Level, not 1-14)  
SYS 36992

To double sprite collisions

POKE 38192, 0  
SYS 36992

### KENTILLA

To be able to see the data and find  
POKE 3088, 3  
1234  
POKE 45, 50

POKE 45, 130  
LIST

### RICK DANGEROUS 2

Infinite lives  
POKE 1459, 0  
Infinite time bombs  
POKE 10073, 0  
Infinite laser bolts

### RUFF AND REDDY

Infinite lives  
POKE 13069, 166  
Infinite time  
POKE 7356, 0

### HONG KONG PHOOEY

Removes enemies  
POKE 16426, 0

### MIDNIGHT RESISTANCE

Infinite lives  
POKE 10207

### SHADOW WARRIORS

Infinite time  
POKE 31165, 173  
Infinite energy  
POKE 38194, 173

### BLACK TIGER

Immunity  
POKE 45769, 173

### KLAX

Infinite drops  
POKE 8148, 165

So that's a three month, not as much as usual but some truly suggests none-the-less. And I promise that we'll have a few more next time. See ya later, your speak brigade.



# DRAGON BREED

Duncan Evans doesn't breed dragons in his back garden, but he knows a man who does. Well, no, that's a complete lie actually, but he does know a man in Switzerland. Does that count? No, I thought not.

There was a well-sprited game out a couple of months ago called *St Dragon*, from the Solaris Curses. *Dragon Breed* is like that, but not as good. If you didn't see *St Dragon*, then read on, otherwise you can look at the screenshots now.

You play the role of Koyas, a lucky young lad who has become King of the Agamian Empire. Alas the rest of the chaps in court aren't too happy with this and have broken the seal restraining Zumbaxuras, the King of Darkness (evil, while being utterly evil, does send his mother flowers every month). The Z person wants to bring plague, pestilence, everlasting darkness, etc, etc to the world, so its down to young Koyas, set aside his loyal dragon to sort the blighter out. Although it's not all fiery breath unless for our airborne chums, when the going gets narrow, the small go walking.

It's the usual business of sideways-scrolling shooty action, with waves of your typical heebly little aliens, and then larger ones obviously made up of four sprites, obviously because when

they appear and move onto the same line as your character, they flicker like buggy. So does your dragon, except he does it all the time. I think he's probably trying to become invisible, or something. With a flexible and manoeuvrable tail (thankfully your dragon can be used to fend off shots, and when you collect some power-up tokens, it becomes even more useful).

Red tokens endow the dragon with flame breath, silver gives you homing dragons (very useful exploding baby dragons - er... supposedly, blue gives you a share in the Electricity board, well, lightning bolts anyway, while gold tokens gives you boogie. Which also happens if you don't get enough vitamin G.

By using a combination of these power-ups, and the fact that your dragon is double-jointed, you can curl the tail completely around, shutting yourself in, but of course no man is an island (well he'd be a very small island if he was), so you need to show your face every now and again. To kill things.

There's a word for all of this, and that word is routine. The two colour

background scrolls over so slowly, while the *Solaris* flicker and die under your onslaught. It's all pretty easy until you hit the end of level three. Which are big and nasty. The first one is a bit too nasty aesthetically, but try it out for yourself, since this is a reasonable game, if you like shooty shooters.



<b>CREDIT CARD</b>	<input type="checkbox"/> I really enjoyed this game	<input type="checkbox"/> Good at games, but not this	<input type="checkbox"/> Only enough to get into the	<input type="checkbox"/> Largely routine scrolling
	<input checked="" type="checkbox"/> 4 STARS	<input type="checkbox"/> I can't recommend this game	<input type="checkbox"/> First degree award	<input type="checkbox"/> Shooty action as advertised
	<input type="checkbox"/> Not for the faint of heart	<input type="checkbox"/> Boring stuff goes on too long	<input type="checkbox"/> Enough to play some more	<input type="checkbox"/> 100% must have
	<input type="checkbox"/> I don't like it	<input type="checkbox"/> I don't like it	<input type="checkbox"/> I don't like it	<input type="checkbox"/> I don't like it

**NAME:** Dragon Breed  
**SUPPLIER:** Activision  
**PRICE:** £24.95 tape, £14.95 disk  
**RELEASE DATE:** Dec 1991

**73%**

Er, words fail me. It's like *St Dragon*, with a dragon and stuff, but not as good.



When I've got these little piddly dragons, all one you enemy were bigger! The game shows you a thing or two about mauling young men - just wait 'til your father gets better!



## MISADVENTURE

A long time ago, in a galaxy far, far away, a pod was sent from a dying planet in the hope that the race could be saved. In this pod was a male child who was found and raised by a maggot farmer and his wife. **Super Rigby** now holds us master of the adventures.



## LETTERS

Dear Paul,  
First let me get the crawling out that way and say that your adventure column is the best thing that's happened to me since I last stuck my head in the oven (jargon - Paul). In fact I would go as far as to say that its brilliant, amazing, wonderful, fantastic, Mary? - (Paul) remarkable (oh good - Paul) in fact the best adventure column I've ever seen!

What I'd like to know, though, as a "misadventure", who's started adventuring quite late on, is what adventures do you recommend? How about a Top Five adventure list? I can't get my teeth around those

new tangled RPG things so a concise adventure guide would be much appreciated.

Mary Healey,  
Newquay, Cornwall

Paul: Nice place, Newquay, never did do any surfing though, ah well. A Top Five? Hmm. A toughy. But if you pushed me - I'd probably tell dear - and then declare that, on the grounds of availability, I would recommend, in no particular order: *Time Travel* (see Vintage Vault elsewhere), *The Quest of the Mixed-Up Shymon*, *A Dark Sky*

*Over Paradise*, *Time and Magic*. If you are not familiar with any of these titles, then never fear, I'll be covering them all in forthcoming issues. Yes, there are other titles out there but, unless you're lucky, the majority of computer shops tend to ignore adventures (*Time and Magic* being the only commercial one of the five you'd see with any regularity in computer shops, the others are mail-order only). Just in case, though, I'll also be covering the quickly disappearing commercial stuff - just in case your local shop stocks it.

Dear Paul,  
Yoi Bick, cool dude that you are, gonna find Joie, hello there young man - Paul! Me and my brother have read every issue of YC that you've been in (yes, I'm still trying to remove the staples from my pocket - Paul) so we think we should both get a price for being so loyal (what? - Paul). Anyway, as YC has a regular adventure column now how about a few home'n tips'n things? Although I'm a mean man with the plastic bags I still get stuck - my brother's hapless, so you're my last chance? Help!

David Pearce,  
Stockport, Cheshire

Paul: Er, quite. By all means, I would love to help you and your brother out in your hour of need but what on earth are you stuck on? You can tell me David. So go on, write in again. Let me know the title and precisely what the problem is and I'll do my best.

## URES

ADVENTURE FANZINE  
ROUND-UP PT.5

complete with a refreshing cup of tea and a crossword each. Propping up a pillow and removing a camera tripod from under Chris's nose I asked him how Coder

contributes to Contact regularly and was, therefore, sad to see Contact go when it did. I think it was Mandy (Rodrigues) who suggested that I do something else

than work out what's going to be best for the magazine - content, size of photographs, etc."

A typical issue spans around 40-45 pages and includes information adventure related on all computers - from C64s to PCs, Spectrums to Amigas. As well as Utilities Coder includes help using languages such as Basic and Assembler and more general articles such as atmosphere in adventures and the integration of ideas for plots, puzzles and the like.

To date Adventure Coder has produced 13 issues. A fair percentage of them being C64 specific. Utilities such as the GMD and G64C have been covered as well as the more intricate aspects of assembler. Other C64 specific articles have included a very interesting piece on the infamous 1541 disk drive, including one or two little gems regarding little known disk commands.

Judging by the above you may get the impression that Coder is a dry piece of technical stuff. Wrong! Chris Heister manages to inject a humourous, not to say musical, style in amongst the articles that are suitable for the beginner and experienced alike.

All in all, Adventure Coder is a little cracker and, at the modest price of £1.25, should be standard reading. Send your cash to Christopher Heister, 3 West Lane, Balcorn, Near Shipley, West Yorkshire, BD17 5HD.

## Adventure Coder

JULY 1989 • ISSUE 1 • £1



All of the adventure mags covered so far have, in one way or another, offered hints, tips, reviews and general entertainment for adventure players. The one obvious missing piece in the wealth of information already provided for the benefit of the adventureist - how to produce the thing in the first place. This is where Chris Heister's Adventure Coder steps in. Produced in A5 format and published by the ever-busy Mandy Rodrigues (the Adventure Probe editor) Coder is a consistent source of help and advice for the adventure author, those wishing to become adventure authors or for players who are intrigued by the inner workings of adventures.

So let's see what this Chris Heister chap is all about, eh? Reading his peaceful home one Sunday morning - myself, the YC board ingesters, YC photographer and YC teamster found Chris still in bed. Being an accommodating lot we all clambered in with him -

started.

"The basis for Adventure Coder was another magazine called Adventure Contact which covered adventure utilities and was edited by Pat Winklerley, initially, and then Colin Page who did a few issues and then gave up. I used to

along similar lines. Between us we came up with the basis for a new magazine.

"As Mandy was doing Probe I was able to get advice off her on exactly how it should look - how many pages, size, and so on. Obviously after you've done a couple of issues you

# VINTAGE VENTURE VAULT

**T**he Vintage Venture Vault will be an occasional feature that will either drown you all in gallons of nostalgia or will inform you as to all of those adventures that "got away". Most of the titles covered in this area will still be available, in one way or another. I'll be covering the adventures from the ultra-famous, the little known and the positively rare. The main aim, however, will be to give you a contact address so you can get your mitts on them.

As new adventures are arriving all the time it is silly to assume that everyone will know about every adventure that has ever been released so I hope that this golden index section will be more of a service than a gentle look at the past. In the near future I will begin a similar feature for RPGs - watch out for that one.

## TIME THIEF

As the good old text and text/graphic adventure has been largely shunned by the big software houses (they will return, when they see the error of their ways) the only reliable source of adventures are the independent mail-order outfits who produce their wares from home. Such a company is Big Sky.

To my knowledge, Big Sky only produced one

adventure and that was for the C64 - but what an adventure! The title in question is called Time Thief, a disk-only text-adventure written by Don Macleod. Released around the Spring of 1988 Time Thief arrives on one disk and is divided into two parts: Shadows & Light and Ironhand.

The plot surrounds a company who deal in, what they call, "Timeshare Travel". Actually the company is a fascinating tale in itself. Say you and a bunch of friends, aged around 18, want to trip off on holiday. What you'd do would be to take time off your years of old age (when you would assume you'd be old and feeble and not able to enjoy yourself as much). In effect, you could "steal" your 77th year, for example, when you are 18 or whatever? Well, eh? So you would die at a younger age (say, 48) but, by the wonders of Timeshare would still have "lived" your full life span (say 88 years).

Although many people used the Time Portals successfully things began to turn sour, though, when some people returned from their time travel crippled, maimed and so on. Jessica, a top academic travels to a place and time where the trouble appears to originate from. It appears that someone is "stealing"



time and, therefore, causing much problems. She disappears, though, so you must follow her to see what happened and, possibly, catch the time thief yourself.

Time Thief is a tour de force in C64 adventuring. Probably the most amazing aspect of this game is the combination of rooms of text and no disk access! How why couldn't Infocom do that, eh? Don has used both machine code and the Quill adventure utility and has utilised some nifty text compression techniques to make all of this possible.

The game, which mixes fantasy and SF very successfully, scores atmospheric and well rounded overall examination of objects with timing and elegant prose. Although Time Thief

uses the Quill and, therefore, only allows the basic two word input you shouldn't be put off because the game design never really exploits this limitation as two word inputs are all you will need anyway.

With a wide range of puzzles - some comparatively easy, others offer odds - beautiful text descriptions and responses and all of the atmosphere you could wish for in an adventure you either buy this game or decide yourself as (ahem) ideal.

**OVERALL - 3/4**

**CONTACT:** Big Sky Software, 35 Oak Stanton Road, Groppeil, RossShire, N15 8AH. Price - £5.00. Overseas add £7.00. Cheques/POs payable to D.Macleod.



# NEXT MONTH

IN THE ONLY  
COMMIE 64  
MAG WORTH  
SPENDING  
YOUR DOSH  
ON

This'll teach  
you to steal  
my copy of  
YC!

## SUPER MONACO GP

Read the review of what promises to be the funkiest race game ever, and you'll even have a playable demo on the cassette so you can make your minds up yourselves.

## EXTRA PREVIEWS

An extended Things To Come section, that'll have more previews than ever before, with all the games that are to be released for Easter.

## RETURN OF A COLUMN

Neon Zone, the arcade game round-up, returns with a vengeance. And it undergoes a few major changes too.

## AND MORE

Whatever DID happen to those compo results? They'll be printed at last!! Also check out the list of games that we'll review (as well as Super Monaco GP): SWAT, Predator 2, Loops, Exterminator, Back To The Future 3, Line Of Fire, Night Shift, Cold the Duck, Robocop 2, Shadow of the Beast, Gremlins 2, Navy S.E.A.L.S., Toki, Pang, Judge Dredd, Wings of Fury, Supercars, Switchblade, Lotus Esprit Turbo, Dragonstrike, Star Control, Stratego. And so many more your knees will quiver.

YC March '91 - More gripping than a leech,  
and better for you!

# OUT FEB 25

The publishers of this funny organ reserve  
the right to change the contents at a  
whim, if we so desire.

Please reader (un)gent,  
return a copy of YC for me  
every month. In return I'll hand  
over my rather crucial pocket money  
although it pains me to do so, and  
I wouldn't do it for any old crappy magazine.

MY NAME .....

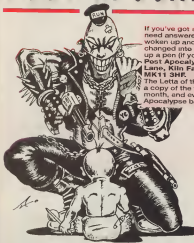
MY ADDRESS .....

.....

.....

Give this to your local paper shop before it blows away!

# POST APOCALYPSE



If you've got a question that you need answered, or you've just woken up and realise that you've changed into a tin of Spam, pick up a pen (if you can), and write to: **Post Apocalypse, YC, 20 Pottera Lane, Kiln Farm, Milton Keynes, MK11 3HE.**

The Letta of the Munt winner gets a copy of the top game of the month, and every letter wins a Post Apocalypse badge.

So there you go, he doesn't know either?

## SLIGHT LIST

I have recently read my friend's ACU (Amateur Computer User), that load of crap, but there was one thing I liked in it that YC does not have and would make YC a lot better. It had programs that you could type in yourself.

I have always enjoyed typing in my own programs, so please can you print one or two programs in each issue.

Also, I have recently bought Hammerflut. I saw it in the shops for £3.99 so I thought 'why not?'.

I agree with your review a few months ago and even think you could've given it a better mark. I have got past the first screen, but I can't complete the second, please could you tell me how to get to the third screen. ☹

Right you lucky lot, I'll give you twenty minutes. After that I'm off down the booze with Ooze and Flame Head to see who can swallow the most amount of Bloody Marys without puking. You've only got 19 minutes left...

## HAIR TODAY

What was a picture of that famous Punny Freak Brother, Flat Freddy, doing in the feature 'Photo Out for the Lads'?  
He, London

PA - I don't know!! I tell you what, I'll phone up Giles Brundage, that well known bottle of everything

trivial

PA - Hello, is that Giles Brundage?

GB - Yes, who is that?

PA - Can you tell me what Flat Freddy was doing in the December issue of YC?

GB - Look, if you don't go away I'll call the police.

PA - Yes, but you haven't answered...

GB - Oh, try off (Click)...

Finally can you tell me how to get past the locked door on the second screen of Nightmares (on the December free tape). I think YC is the best console mag there!

Matthew Gibson,  
Bilmersey, Essex

PS. Please, please, please make this letter of the month!

PA. Let's get everybody in the office to vote on whether to make this Letter of the Month or not.

Rik - Yes!  
Helen - Nope!  
Evelyn - Nope!  
Mo - Nope!

So there you go, tough luck! As for the games hints, I'll pass your letter onto Ozzy, and see if he comes up with something in the future.

We got rid of ratings way back because of the tape, and it's unlikely that Rik'll bring them back. By the way, did you know that Rik used to work for ACU? (YES? - The bored readers)

## COVER STORY

Err... Er... Where's the cover to tape no. 8 then again?

YC is brilliant but it needs more colour.

Paul Muthall,  
Milton Keynes

PS. Who are you Rik?

PA. I think I'll get Rik in here to answer this one. Rik: I am a fish, wibble, wibble, wibble! Not tonight Josephine!

PA. There you have it, not even the local asylum knows who Rik is, and Rik certainly doesn't. As for the cover to tape no. 8, why don't you get out your pencils and draw yourself

one? In fact, why don't all of you do that and send them in, and we'll give a prize to the best tape cover that we receive (like a new set of pencils or something).

## QUESTION TIME

I bought the 9th issue of YC for the first time and it was great. I really enjoyed playing the games on the free tape and I like the games of Doctor Eugene and yourself. I also like the Purple Puzzle Page. Here's a few questions...

1) In Shadow Warriors, why did you give the graphics 8 out of 10?

The graphics of the game are shocking.

2) What game do you think has the best graphics and sound?

3) Why the hell did you put a poster of the Robot in Dr Who in the issue?

4) How much is £18.00 in Australian money?

5) What does PA stand for?

That's it for the questions, I'm looking forward to the next issue of YC. See ya!

Andrew Katsakis,  
Melbourne, Australia

PA. Cor, Rippin'ell! Let's see if I can answer your plethora of queries.

1) Rik must've thought the graphics were rather good, let's hear what he's got to say. "I thought that the graphics were rather

good". There you have it!

2) I think that Last Ninja 3 is just about the best game ever for graphics, sound AND gameplay (and I agree - Ed).

3) Have you ever been threatened by a large matted head with a goatee zapping gun? I think not!

4) As far as I can tell, with the world's economic state, that you should use the question Aussie Dollars - Number of people in Aussie (and x British Pounds - The amount of members of the Ramsey family in Neighbours. Therefore £18.00 = about 400 million Australian Dollars (probably).  
5) Anything you want it to. Most people take it to stand for my initials generally though.

# LETTA OF THE MUNF



## SHOW BUSINESS

Having just returned from 'The Commodore Show' (or should this be the 'Amiga' show?), I was extremely worried about the future of our dearly beloved C64.

It would seem that according to the staff of several of the software stalls at this 'Amiga' exhibition, our faithful Commodore are now past their best and are only left to be consigned to the great computer land in the sky.

Most comments, when requesting software for the 64, were "It's had its day", "Not powerful enough", and "The 16-bit is far superior".

I must admit the only exhibition I got was from the Ocean stand where a certain character, wearing an Amiga (there's that word again) T-shirt, assured me that Ocean is still going to support us.

Don Langridge, Sawenoke

PA. Yes, we went there to see last month's C64, and things were far worse than this. Good news though is that computers have not been swayed by the fact that think that the console is no longer commercially viable.

It still sold in bucketloads this month, and with the C64GS now in operation, it seems as though there are billions of games on the horizon.

The next time somebody mentions the superior 16-bit machine, so what I do and they'll find it very difficult to get standing up ever again. And remind them that Nerts made a comeback, and they're departing.



# TEENAGE MUTANT HERO TURTLES™

It was no surprise to find Teenage Mutant at the top of the Gimbo charts, but what sort of game was it? Duncan Evans, our own hero in a straight jacket, dropped into the local sewer to find out.

**G**ah, bloody Teenage Mutant Turtles this. Turtles that, you couldn't draw breath without smiling pize, you could switch on the TV without being assaulted by a four year old episode of the cartoon (and this is an overnight sensation?), and you couldn't go shopping without some guest appearance by a halfwit in a half coat waving a rubber baton. Congratulations go to Microsoft for turning the mouse to sign up the biggest cross marketing exercise for years, and riding the hype all the way to the numero uno spot. But what about the game? Ah yes, well do you really want to play the game? I mean if Microsoft had stuffed the box with stickers, a plastic turtle and a comic then most people would have been happy. Not us though, thanks to

the demand for the darned game we had to go out and buy a copy. And what goodies do you get in the box, what little extras to supplement the game are thrown in free, just how generous has Microsoft been over the festive period? You get a postcard. And the plastic disk bag is green. Jesus, don't go overboard guys.

So to the game then, and the PLOT (TM - incidently did you know there are 22 TMs on the box?). April O'Neil has been kidnapped from her news van by

Shredder, so you have to rescue her from the sewers, or wherever she's being held. On top of that you also have to work your way towards the Technodrome, home of Shredder, and take his test before releasing the Life Transformer Gun (which will turn nasty master Splinter back into his original human form). The being set in New York, no-one would probably notice the difference.

So that's the idea then, take control of each of the turtles in turn, as you fight your way through the various levels, searching for April. Though you can only control one character at a time, you need the speciality skills of each turtle at the appropriate time to combat the various menaces thrown at you. Well you're

supposed to but I went through my turtles like a Jap businessman at lunch, so never had the chance to employ third sort of tactics. Each turtle has a strength rating, which,

disappears at an alarming rate, but can be replenished by eating slices of pizza, if you can find them. What's annoying are the enemies who just walk forward and into you, giving you no chance to cut fight them. You chop away, but they cost you half your strength before they finally disappear in a puff of smoke.

Most of them are indistinguishable blobs anyway, so it's no great loss. There are two types of view, one is outside on the streets, which is sort of Gaudin't like, and looks awful, the other is inside buildings and towers, where you get a sideways on view. The turtles are well done, and the backgrounds are okay, but the opposition are poorly drawn. At least you can keep avoid quite easily, even if you don't have many moves to make.

Bad news really comes on the music front. It's so bad and grating you just have to turn it off straight, before everyone else in the room starts throwing stuff at you.

Compare the Turtles to Last Ninja 2 and you see the turtles looking green for another reason. To be honest that is massive city, but with everyone jumping on the train into town without seeing where they were going, disappointment awaits at the destination.



Go on dude, fill this with your rather raucous, but highly loyal (they reward it by the way, the green lobby thing is you)

**Huge hype, great marketing, but a dull and unimproving game, and bigger all breakdown the box.**

<b>CREDIT CARD</b>	<ul style="list-style-type: none"> <li>The music is truly awful, and there's not a</li> <li>4 BONDS</li> <li>Comes with a lot of board</li> <li>expensive</li> </ul>	<ul style="list-style-type: none"> <li>The turtles aren't bad but everything</li> <li>4 BONDS</li> <li>there's a lot of grey clay in</li> <li>Problems</li> </ul>	<ul style="list-style-type: none"> <li>There's nothing really there</li> <li>4 BONDS</li> <li>to stop you back for another game</li> </ul>	<ul style="list-style-type: none"> <li>It's a challenge</li> <li>4 BONDS</li> <li>right, so you might be paying for some time.</li> </ul>
<b>NAME:</b> Teenage Mutant Hero Turtles <b>SUPPLIER:</b> Microsoft <b>PRICE:</b> £29.95 inc. £2.95 P&H <b>DEL. DATE:</b> Sept 1990.				<b>68%</b>





## TREVOR BROOKING'S WORLD CUP GLORY

Some people say that timing is everything in football. What time the pub's open, what time you get to the ground, what time you beat the hell out of the other supporters, etc.

Trevor Brooking used to have good timing when he was a player, but that was some years ago and since TBWCG has come out six months after the main event, his powers are obviously on the wane.

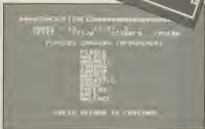
Duncan Evans catches up with the old codger.



**C**hallenge Software is well known for its strategy games, but not for all action/entertaining graphics. Trevor Brooking is well known for his match commentaries, but equally not for all action graphics. Bring the two together and with strategy they win out, you don't really expect visual excitement.

Thus, if you haven't guessed (because you were thick or something) it is a game of the last world cup, so quite why propher Tree has endorsed it is anyone's guess since the world cup he played in was in 1982. And that didn't involve much glory either, as both him and Kevin Keegan couldn't score the goals we needed against Spain.

However, you have inherited a team which has suffered a series of depressing results and is now well and truly demoralised. Your task is to restore the confidence of these witless one-legged blind mice to Germanic arrogance and make the staff loyal to, er, Germanic excellence. In



Of course some players that'll never improve - the whole of the Arsenal team for a start, and the Lexington Hawks, and Bensaworth under-15000 (they're 16044), if (maybe) in last year's issue in the future world would have a job to get in the ridiculously north standards of Liverpool FC - they're the best and no mistake!

short you have to qualify for the world cup, and then win it. Along the way you can test out new strategies and bolster the confidence of the boys by playing deadbeats like Albion.

That was the plan, we lost 2-1 and half the squad committed suicide the next day. Each player has

an ability and a fitness rating, and you can train both of these elements up between games. It's surprising to see the form of some of your stars swing so wildly though. Linaker might be rated 4 this month and 10 next month. The other thing training can improve is team work, though the

value of this is questionable. Even with team work rated as good, with decent players sprinkled throughout the squad, and playing an ordinary 4-3-3 formation, England still went down to Albania.

The initial process of entering players into the squad and from there into

100% 90% 80% 70% 60% 50% 40% 30% 20% 10% 0%

But only three of them are low!

So, wasn't expecting graphics, but I was expecting polished gameplay and professional displays (and not just from the team). Would you believe the Spectrum version is far more polished than this somewhat looking C64 game. While there is a reasonable football game under there, owing to con-

Average sums up the actual game, but Shoddy sums up the way it works, and the look of the whole shooting match.



臺灣省各縣人口統計表

縣別	人口總數	男	女	性別比例
臺北縣	1,111,111	555,555	555,556	100.0
基隆市	222,222	111,111	111,111	100.0
新竹市	111,111	55,555	55,556	100.0
桃園縣	1,234,567	617,283	617,284	100.0
苗栗縣	345,678	172,839	172,839	100.0
臺中市	1,345,678	672,839	672,839	100.0
彰化縣	1,456,789	728,394	728,395	100.0
南投縣	567,890	283,945	283,945	100.0
雲林縣	678,901	339,450	339,451	100.0
嘉義縣	789,012	394,505	394,507	100.0
台南縣	890,123	445,061	445,062	100.0
高雄縣	901,234	450,615	450,619	100.0
屏東縣	1,012,345	506,172	506,173	100.0
花蓮縣	112,345	56,172	56,173	100.0
台東縣	123,456	61,728	61,728	100.0
澎湖縣	134,567	67,283	67,284	100.0
金門縣	145,678	72,839	72,839	100.0
馬祖縣	156,789	78,394	78,395	100.0
合計	10,123,456	5,061,728	5,061,728	100.0

**Balancing your formation is important, as is getting the ball down the wings, through the number of shots on goal that your forward line**

All that time in a game, be it world cup or friendly, our main Tree sticks his ear into the proceedings with such telling comments as "The lads will be disappointed with the first half. England a right side looking strip, but Albania had the better chances and possession." In every match Tree, there's a bundle of stats on the

[illegible]

Terror Blookin's world cup glory was at least nine years ago, which explains why all the menus and text looks so outdated. Difficult to actually use, the gameplay doesn't redeem all the shortcomings.



WORLDWIDE  
ACQUISITION

**NOAA Coastal Program, Northeast, Northeastern Fisheries, Northeast Fisheries** **NOAA-NEFSC**



WORLDWIDE  
SOFTWARE



**WORLDWIDE  
SOFTWARE**  
105A Chiswell Road, Bannock,  
Hemel Hempstead, Herts. AL3 7JG

- ▶ All orders dispatched by 1st class post
- ▶ Quality products at lowest prices
- ▶ 7 day 24 hour ordering
- ▶ Credit card accounts debited only on dispatch of goods
- ▶ Complete customer satisfaction is our aim

Circle 100 Telephone

© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 105–112

0000 303713

Level of Agreement	All respondents (%)	Respondents who have been personally affected by the economic crisis (%)
Strongly agree	65	75
Somewhat agree	25	15
Somewhat disagree	8	5
Strongly disagree	2	5

**Find what you're looking for in our online catalog**

0000-0001-9300-3000

1000 1000

[Home](#)
[About Us](#)
[Services](#)
[Testimonials](#)
[Contact Us](#)

Please give your name, address, telephone no., software title, price advertised and computer type.

**Worldwide Price:**  
Citizen 1200+ Printer  
With GS4 Interface  
ONLY \$639.00

**3 Cartridge Pack**  
Game HQ, Shadow of the Dawn  
Battersea (the Mosaic)  
**ONLY £55.00**

**Commodore 1541 II Disk Drive + 2 Disk Games. ONLY £139.99**

[illegible]

© 2006 The Authors  
Journal compilation © 2006 Blackwell Publishing Ltd

100.00 per month for national internet  
 100.00 per month for national internet

[Home](#)
[About Us](#)
[Contact Us](#)
[Privacy Policy](#)
[Terms of Service](#)

Downloaded At: 11:53 11 September 2009

© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 103–110

## GAZZA II

Howay the lodal Gazze's finally made it again, but is this second attempt at footy fun just fog on the pitch or Georgie joys? **Rik Henderson** slaps his Gazze and Friends LP on the deck and wonders if he'll end up crying after loading Empire's latest effort.

From 13 year old spotty adolescents who also nail attendance, but have never had a hair on their face in their lives, to 40 year-old women who are made gooey at the thought of a young man who chas almost like a ninner? Tiny Tears, everybody's head of the mind-gobbling entity that is Paul Gasqalgas (apart from one old crumbly judge with his public school tie showed firmly in a place where only the headmaster has seen before)

And it seems that footballing brilliance is not enough to qualify you for superstardom nowadays. You need to wrap a few bushelloads of stuffy panior to be recognized as a hot merchandise property. Just think what the world would be like now if Pole had blown a nose-full of anal into a hairy and smeared when he missed that famous pitch-length shot in the 1970 world cup.

But maybe shedding a few tears is not all it creeds up to be, because it wasn't be forgotten that Gazze, he who was to be left behind instead of playing for England in the 1990 world cup, showed us

all with a superb form of soccer skill that made him invaluable to our team set-up.

(I'd like to think that it's down to the reason that a lodal game has been released with his nickname emblazoned on the cover, that and the fact that the previous attempt was so crap. There was a need to make up for the former disappointment.

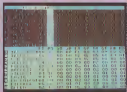
So how has it been done? Well, you remember Rick Off don't you? Picture that in your mind, flip the screen the other way (horizontally scrolling, instead of vertically) and give the ball to the player in control's leg and you've got Gazze II. Oh yeh, slow it down a notch or two as well.

It's not all been done before though, in fact Gil lives desperately to be different to any other footy game. It certainly manages to turn a lot of strategy and what could be passed for management. The only problem is that it seems to be for this fact alone that the game falls below the excellent level at which its sponsor so often performs.

You see, every player has an individual level for



CDRage, that well known Liverpool penalty taker, tries up to place one home with only 25 seconds left on the clock. I'm not telling you whether he scores or not, but let's just say that the nation's on Wednesday!







stamina, running, kicking, passing, control ball, and heading and at times it seems that the console is having problems coping with the vast amount of factors in just simply running the ball from one end of the pitch to the other. Therefore, even the fastest player on the pitch runs as if he's done something rather nasty in his shorts. And there's also the option to be injured, when this happens (and you're got no more subs on the bench) you may as well go make yourself a nice cup of tea 'cause it'll take hours to get from one end of the pitch to the other.

True said, *Gazza* is still offers a lot. It's far better than *Kick Off* and *Kick Off!*

2, for instance, and graphically it beats the top men style of most of the other efforts. And it's tonnes better than the original game. In fact there's only one game that's better (in my opinion), because it has many more options, and that's *Manchester United*.

If there was more of an incentive to play, such as a league or cup, as well as having different weather effects and pitch type (which it does very well), it would be worthwhile suffering the speed at which the game plays. I suppose we could be grateful though that there's not even a *Realistic* note that coincides with 'Pog on the Tiger' or 'Gordon Boys'.

CREDIT CARD

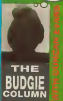
Can better than any	Really	Indicates the speed	But when you're spent, but without choosing
4 SOURCE	4 EXPENSE	4 LIFE	4 LIFE
back to the	an instant cashback	down to make...	around you'd need a
£200 and	£100, and the price	credit, pretty well	customer's order to
Friends LP	well		think you up

NAME: *Gazza* is  
SUPPLIER: *Simple*  
PRICE: £2.99 (approx. £14.99 (incl. VAT))  
BANKING: *Bank*

78%

There's enough crumpled in to enjoy most, and you'll probably play it for more often than *Gazza* wears *But*.

TWEE TWEE!



## THE SCORES

**NO SCORE** - This game is too absurd for words.

**0** - It's probably be worthwhile using the cassette to record an *EMF* single or something.

**00** - Not even worth a look. It's only appeal would be for amusement.

**000** - This is an average budget game, and would probably fill a gap on a rainy Sunday afternoon.

**0000** - This game is rather splendid really, but it lacks that certain something that differentiates a 'must buy'.

**00000** - This is the best you're likely to get for your pocket money. Well worth adding your penny bank for.

## TIGER ROAD

KODX £3.99

My name Lee Wong, and mission is to find kidnapped children from grasp of Ryu Kan, all found evil choppy. If children at out hand they become soldier slaves at evil Ryu Kan. Ah pretty fun plot thinks me, but being jolly good ship will fly to the poor children.

Ah so, at beginning of quest. I am (fictioned) from sleepy lands ship to big with plenty of enemies yes. Even better I have big choppy in hand, and am hitting nora bad dudes over head with a Gosh, dat bring tears to eyes. I can tell you. Gosh, ah suddenly discovers ability to jump like fucker up bottom. Sure need it fine choppy yes, sideways sliding not bad, but music and sound effects pretty good. Idea to kill big number of bad dudes on each level before can take as big bad guy. This isn't so easy choppy. Tiger Road wishing to show age and not really at good as you think. Pretty tough too, and at one Kodx price I say save pennies.

RATING: 0 0





## DELTA

KDXX £3.99

There was a time when the C64 market was flatter and more bored than it is now, a time when everyone was looking at their C64 and thinking, maybe I should buy an ST, or maybe

sparkingly good sideways scroller. Delta is not that game, Delta is the one Stavros Pasoulas came up with after Benji, and unfortunately showed that Stavros really didn't have any imagination.

Delta is also a sideways scrolling blast fest, but one with a terribly difficult method of acquiring power ups for your desperately sluggish and torpid fighter. It does have some sort of plot, but you wouldn't want to know it, and features a cunning method of exchanging cash from destroying aliens into big boy weaponry. If you run over an alien that you can't exchange cash for, it destroys you (talk about short tempered).

Graphics and sound



twenty bottles of dog breath strength cider, and that year was 1987. As is the way with those things, along came Garwood and though completely derivative, it was a

are reasonably good and slick, but Delta offers little for today's gamer at the price. The most telling point is that shortly after completing Delta, Stavros joined the Norwegian Army.

RATING: ○ ○ ○

## KAMIKAZE

Codemasters  
£2.99

Who can resist a game which proudly offers you the chance to become a suicidal Kamikaze pilot? With paddy graphics reminiscent of H

# ELEPHANT

Duncan Evans reckons he has the memory of an elephant, we thought the resemblance was more in the nose department. Either way he drew the short straw and got to review Elephant Antics.

Poor little elephant, there he was playing away in his native jungle, when suddenly, bad wabblers came and stole little elephant away. Day wanted to take him to a zoo, but little elephant he was clever, and he jumped out of the aeroplane and glided down to the ground with his umbrella. And now you have to guide the little elephant all the way home, starting off in France.

Pass the tick bucket, it's another of those outy games, but this time with not too year old mentality and not just cute graphics (which aren't that cute anyway). So you've got control of the elephant, armed with jumps and power from his mouse and jumps exploding (see power from his... ec, I don't think we should go into this. Anyway, armed with a prodigious amount of

elephantine lives, you have to leap and jump, and float (with the umbrella) your way around hundreds of trap laden platforms as you attempt to get home. Unfortunately, Elephant Antics is one of those games where skill counts for nothing as you explore. You explore a bit, and find all the traps. Then you play again and jump over where you know the traps to be but can't see them. I hate this sort of game. It artificially makes you play longer, by forcing you to play the same bits over and over again as you slowly navigate your way through the hazards which you can't see coming or avoid, as you don't know they are there until you've either run into or fallen onto them. Grrr.

Then you've got all manner of indigenous life forms out to make your life hell as well, and with pure inventive genius the chaps



# ANTICS

have come up with: guess what for France? Just guess. Frogs of course. Left? I (nearly) strangled the cat.

Controls are okay, thank god, and when telling your descendant as controlling, so if you miss a jump then at least you can try and guide yourself down to safety, and of course it means no clothes from falling 30 feet (which would be quite unpleasant for an elephant actually). So full marks for making the mechanics of the

game playable. The music is predictably party (balloons and kermesse type of party) like, with jolly sounds all the way through, and the graphics, while hardly impressive, are pleasant and sorts cute (ugh I hate myself for admitting that) in places. I just don't like the damned design! Other than that you can't really complain. So those with plenty of patience and a love of this sort of game step forward, and you can have my copy.



CREDIT CARD	• When you • have and • group and • touch	• The • design is • geared • towards	• I hated it, • but if you • like this • sort of • thing it's • not a bad • thing
	• only if you • see that • sort of • thing	• graphics • are a bit • plain, but • surprisingly • clear in • too many • others	• making • you play • again and • again

NAME: Elephant Antics  
SUPPLIER: Codemasters  
PRICE: £5.99  
RELEASE DATE: Oct 1990

73%

Another cutesy game, this time from the pre-pubescent Codemasters, geared towards progression by error and repetition, that doesn't score highly in the graphics department, but is certainly playable enough.

a public domain version of Rage of Fury and music that sounds like a Japanese band trying to play Western music on badly tuned instruments, initial onsets were not good with the Codemasters attempt. But how wrong we were, these futuristic graphics seemed and animated to their utmost to give us a game of unbridled Japanese and who was the old anyway? joke.

The object is to shoot down a bouncer, collect his supply of explosives before they hit the ground, then dive behind the gates of the tower holding your fellow yellow birds hostage.

Success and a new level featuring more tanks and jet fighters, jetpack riders firing lasers, and all sorts of other rather silly end out of place aeronautical contraptions compete.

Though hard, and requiring MongOOSE like reactions rather than actual timing and perception, Kamikaze is jolly good fun, though it might offend trip-watched ladies and jigs.



anybody? But then who won the war anyway?

RATING: ○ ○ ○ ○

## KWIK SNAX

Codemasters  
£2.99

If there is one thing you can rely on the Oliver twins for, it's a simplistic game with little or no scolding, environmentally pleasing (supporting MacDonald's deplorable dear boys), and usually quite good fun for the under 10s. Kwik Snax is much the same game as Fast Food (even down to the title), which was a previous Palmer style game.

Kwik Snax is basically none of the same, with a couple of cute characters, the object of rescuing

Fluffies and leading them to safety. All that needs to be done, is to head for the hatching Fluffie eggs, run over the baskets and lead it to safety before the horridly wobbly monsters eat them.

Simple stuff, not a great deal of fun to play, the graphics don't impress at all, though some of the characters are engaging enough, I'm afraid Kwik Snax isn't very busy at all.

RATING: ○ ○



## THE BUDGIE COLUMN



# THANGS

So what's new chums? Well the year's fairly new, and Rik's haircut is almost keeping up with today's fashion. Sometimes a software house even lets him into their offices to catch what hot new products are coming our way, so let's hand you over to Rik Henderson on location somewhere in the country.

**S**o it's finally happened eh? After years of warning, and global warming, we've ruined not just our own high street but the entire bloody world. Not just the local shop-aholic has had to shut down, but the whole of nature has hung a 'gone to lunch' sign in its window and bugged off. But are we happy? Are we? heck!

In fact so fast as you

## ON THE DRAWING BOARD



can say "goodbye Game layer" you've got a plan to



NAME: MOTOK  
SPECIES: BODABOD  
GALACTIC DORRI  
NEURAL CAPACIT  
PHYSICAL CAPACIT

MOTOK HAS NO  
DESPITE HIS CNY  
YOU WILL ONLY  
NEURAL CAPACIT

FEATURES: Qn

VIEW OF FRONT

# TO COME SUPREMACY



DRAGS  
HILL: PLANET  
IT'S 32  
ACIT: 302

WHIN  
GAINI STRENGTH  
Y KOWING 40X  
IT TO WIN.

CARIDE TIPPED  
TITANIUM  
MORD.

CHALLENGE

populate OTHER worlds and, I'd wager a large amount of cash, probably wreck those as well.

Melbourne House's (God, are they still around?) new strategy game allows you to have first-hand experience of planet domination, in this latest attempt at capturing the San-City lens. What is word thought, is that Supremacy was developed and programmed initially on the 16-bits and seemed to use much of the powers that these particular machines offer. On the Q&A, and this is the word part, there seems to be no cut backs in anything (word). Gameplay, check! Controls, check! Even graphics are there in force

But the biggest question is, will it any good in the first place?

Most 16-bit mags thought so, and even compared it to such greats as Millennium 22 and Populous (two games that, sadly, never made it to the console). Its strength lies in the fact that although the strategic part is fairly complex and intriguing, there are two progressively harder computer-controlled aliens, that also have

similar plans to yourself, to defeat. But defeat them at what?

Planet domination of course! You have several planets in a solar system and you have to populate and defend each. When you have set up your base camps on some of them, and your opponent likewise, you can then attack the alien's worlds and become ruler of the whole system.

This is not that easy because you have to populate and build an army up on each planet by converting it from a truly barren lump of rock into something that can support life, and this all takes a lot of thought and time.

Supremacy has been in development now for almost two years and it does tell. There is enormous depth, and it certainly seems a lot more polished than San City was on the Q&A. Strategy games fans should be salivating in the prospect of getting their gubbery nuts on it. We'll be given you a full review next month.

## CREDIT CARD

NAME: Supremacy  
SUPPLIER: Melbourne House  
PROGRAMMER(S): Probe  
PRICE: To be announced  
RELEASE DATE: March '91

# GAUNTLET 3D

## ON THE DRAWING BOARD



**T**hose were the days, eh? When four sweaty hapless were crammed around the largest coin-op in the arcade shouting things like "I'll get the pistol!", "You shot me you buffoon!", and "Aagh, you're stepping on my toe!" And boy did that machine gobble up the credits when you'd managed to get yourself and your team down to the fifth level and the whole party were surrounded by devils. The youngest of you will probably think "what the hell is he talking about, the baglumux?", but the rest will cry in unison: "GAUNTLET! Ah, you've remembered it well!"

It was a classic, and even though the home computer version was a rate bugged, that was a classic too. So was its sequel, and The Deeper Dungeons, with tonnes more traps and loads of new features, but unfortunately all the clones seemed to spoil the fun, and now we come to expect multi-player games as a way of life, it's not got it we just buying it.

Therefore there seemed to be nothing more that could be done to raise the popularity of what was one of the world's best concepts in game design,



Surely there is no way back for the top-down maze game, with creepers and enemies, and treasure chests and traps, and exits and teleporters, or is there?

Through a Last Films type of perspective where you see the action from a sort of squally 'from the corner' view point, and although the gameplay remains very similar, there are more

monsters and, more importantly, four new characters to choose to play with. Again you can invite a friend to participate, but you're more likely to spend most of your time ogling at the necked graphics than smogging the platforms of ghosts.

The major difference, though, is that there are only eight levels of play, unlike the hundreds adopted by the original, but each one will be quite enormous, and will involve more puzzling and arcade-adventure style gaming than ever before.

Although it's taken a long time to reach us you can bet that it's been worth the wait. Gauntlet 3D is the original concept being brought right up to date, and if it was anyone "happening" it'd be wearing flares and listening to the Happy Mondays.



Actually there certainly is, because US Gold is about to resurrect Gauntlet completely, with the introduction of Gauntlet II in wonderful 'seeing-is-believing' 3D. This is

## CREDIT CARD

**NAME:** Gauntlet 3D  
**SUPPLIER:** US Gold  
**PROGRAMMER(S):** Software Creations  
**PRICE:** To be announced  
**RELEASE DATE:** March '91

Unit 4, B.O.C., 21 Temple Street, Wetherhampton, WY2 4AN  
Tel: 0902 25344. Fax: 0902 211791

CALL US ON: 24 HOUR CREDIT CARD HOTLINE (800) 285-1044

[illegible][illegible][illegible]

**BACK CATALOGUE**

The image shows a page from a book catalog. At the top, the title "BACK CATALOGUE" is printed in a bold, sans-serif font. Below the title, the page is filled with a grid of book covers and their corresponding titles. The covers are small and arranged in rows and columns. The titles are printed in a smaller font, some in all caps and some in title case. The overall layout is clean and professional, typical of a book catalog. The page is numbered "10" in the bottom right corner.

For orders use a P HSE CLAIM support 24-hourly. Just fill in the coupon and send it to: SCOTPAID (CIP) Ltd 4 The PSC 15 Temple Street Westminster SW1E 6AF

 0-819-56322-9

© 2008 The Authors  
Journal compilation © 2008 Blackwell Publishing Ltd

[illegible]

Métier et Genre	Campagne	Valeur
	Pourcentage TOTAUX	

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 105–112

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 391–397

[illegible]

1000

[illegible]

DOI: 10.1002/for

**Figure 1**

**Q54 MOUSE-1331 PERIPHERAL**  
**19.99**

# CYBER FUNK

## SCENE 1 - THE INTRO:

Unless you've been hunting obscure breeds of movies in the Christian Savannah for the last three years (or have managed to studiously ignore chart-

**Jeffrey Davy interviews pop megastars Coldcut and video supremos Handwired about the art of pop promotional videos.**



board dance music), you ought to recognise the name of Coldcut. "People Hold On" was a hit for Lisa Stansfield with the Coldcut disc's help and over the years they've rombed singles, broadcast during Kiss FM's prime days, won awards and even worked with staunchest indie group of all: The Fall.

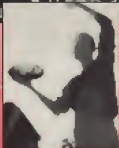
And now they've got a video. Their press release tells it as Coldcut's "Cyber Chase." Longtime video And it's got codes of computer graphics. These are two dance videos on the tape. It's musical content comes from the DJ album "Some Like It Cold", which ranges from the electronic-sounding "Ride the Pressure" to "Find a Way", an ideological track featuring Queen Latifah. What's more, all the graphics (which are mixed with live action) were designed and executed on Apple Macs, Amigas and Archimedes (other than a mind-bogglingly expensive Quantel Paintbox

So just who are the responsible parties?

## SCENE 2 - THE MUSICIANS:

"I used to be a Defender too," says Matt Black, half of Coldcut: he used to be a computer programmer (an aa, ohm, read Dec - a computer which had a market profile as high as an ant in a sandstorm even when it was first launched) and a biochemist - he even built a synthesiser at school - while partner Jonathan Moss was a schoolmate and an art teacher. They met in '88 and, as the intro to "Hart to Hart" goes, "When they got together it was murder."

Asked about computers, Matt offers



Kenon II and Space Ace as have games but adds: "I really got into Golden Age Me and a mate spent pounds on it. More my

speed is Starfighter 2 though. I'm also into 3D Tank games."

Coldcut don't just play games on their hardware



As well as using computers for music, Matt says: "I had an Altan and used creative software with it - now I've got an Amiga. A lot of them blow up but ours hasn't and I've got a great Cyberpaint package." In fact, Matt designed many of the video's graphics: "I've always drawn, my old man is an artist." He uses Deluxpaint and has a Polaroid picture machine to get hard copies. He favours all the video's tracks as "Hole the Pressure", because most of my Amiga stuff is in that." He adds, "I'm totally into Cyberpunk and Philip K. Dick is a continuous source of inspiration."

With this project as in most others, Coldcut don't make a major physical appearance. "Jon and me are more mind scientists in the background." Concluding he says, "I know one day machines would get clever enough for good graphics. It's party time for everyone now..."

### SCENE 3 - THE CREATORS:

Robert Pepperell and Mike Yaman run hardware video productions. The two left college two years ago and wanted to carry on using computers. So they did. They've since enhanced (ie. added) weekly graphics and such vids not only for Coldcut but for Inner City, Spirituakized, The Darling Buds, Life Shredded and The Fall (then again).

"It started off with DTP and design but we'd always really been into video, we were also very into computer graphics and their potential," explains Robert.

Herndon's greatest achievement was "In Geep" Coldcut's Christmas single. "It was the first broadcast quality

video produced completely on microcomputers" offers Robert, "it made the point to a lot of people that you could do fun animation as relatively cheap hardware."

"There's no correlation between the quality of the video and the amount of money spent. There's a general anxiety about quality, we're trying to break that down and to stretch the hardware to the limit, trying to produce new and different effects. We try out new technological combinations. We're having a good time with the technology and make a living out of it."

How do they go about designing and making a video, then? "We never actually plan what we do, we improvise! The inspiration is partly set off by lyrics in the songs but we also try to make the video happening. We're always trying to come up with something wacky and new."

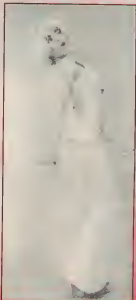
The better a song is, the better the whole thing is eventually. "You have to try much less hard with a good thing to keep it interesting."

"I think Miles would really like to do a video for Public Enemy. Any band that's musically interesting - not biased US rock that we have to sympathise with."

Have they ever come up with something totally weird city? "The video we did with Coldcut and Mark E. Smith for the Fall is so weird that people can't watch it and there was an image in the Queen. Little bit of a creature with thousands of arms. We're not allowed to be as weird as we want to be."

They've been looking at demo disks recently.

"That's where we see it happening. What these young programmers have got out of the Amiga is




incredible. Their programming skill has to emerge some where, I can't just disappear but there are no outlets for computer graphics. That's probably why the PD network has sprung up. Something's going to happen."

"There's no recognition of that kind of art. That's because those sort of

institutions (such as the Arts Council) who hand out cash to struggling artists or, more often, don't are run by forty and fifty year old men. Perhaps when they die things will change."

The Coldcut 'conform' video will be out soon from Big Life Records.





# Commodore repairs

The official Commodore repair centre is now open for business

At the Commodore National Repair Centre we have over 100 highly trained technicians committed to repairing and maintaining your Amiga and C64 computers

Our expertise and experience ensures that your computer is repaired to the highest standard for the lowest cost. And we will repair your equipment within 12 days

One low payment covers diagnosis, repair, parts, labour and return postage

Just on an extra basis, if you reply before February 20th, we'll send you an expert writing software title

To schedule a repair simply call the number below

Be ready to give us your name, address, computer type, serial number and type of fault

Call the Commodore National Repair Centre NOW on

0733 361216

Payment accepted by cheque, PO and credit card. Our charges are £29.95 for the C64, and £49.95 for the Amiga 500 and Amiga 1000. All calls prior to December 1 8th receive FREE SOFTWARE



Repair  
within  
12 days

A500  
£49.95  
Inc. VAT

C64  
£29.95  
Inc. VAT

Free  
Software

# DRAGON REED



**ACTIVISION**

© 1995 Activision Inc. All rights reserved.  
Dragon Reed is a registered trademark of  
Activision Inc. All other trademarks are  
the property of their respective owners.

